



Date 05/20/15

- Board Team Final
- Network Approval Board
- Record Board
- Animatic Scan Board
- Conformed Board
- Design Board 05/20/15
- Final Board

"Summer Showers"  
1034-223  
Final Board



Adventure Time Created by  
Pendleton Ward

Supervising Director  
Elizabeth Ito

Storyboard by  
Graham Falk

Animation Studio  
RDK

JUN 09 2015

# ADVENTURE TIME

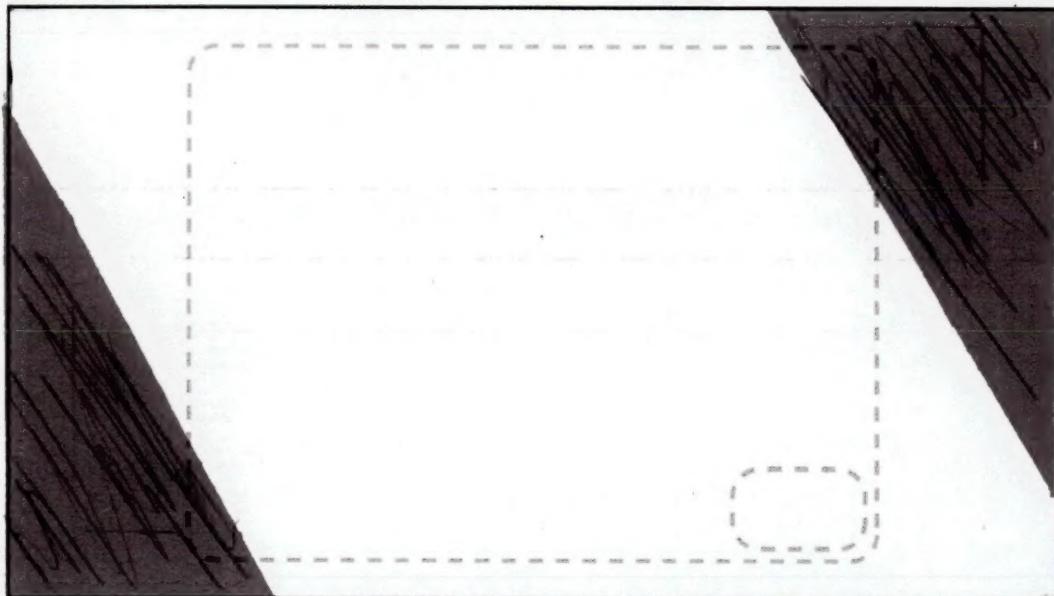


Sc. 01

Pnl. A

Bg.

day night



Sc. 01

CONT Pnl. B

Bg.

Page 01  
NO PG 2  
day night

1034/223

Dialog:

Action: Close on: a spotlit area of an empty stage.

Viola walks on-screen.

SP

JUN 09 2015

Timing:



Production :

1034-223

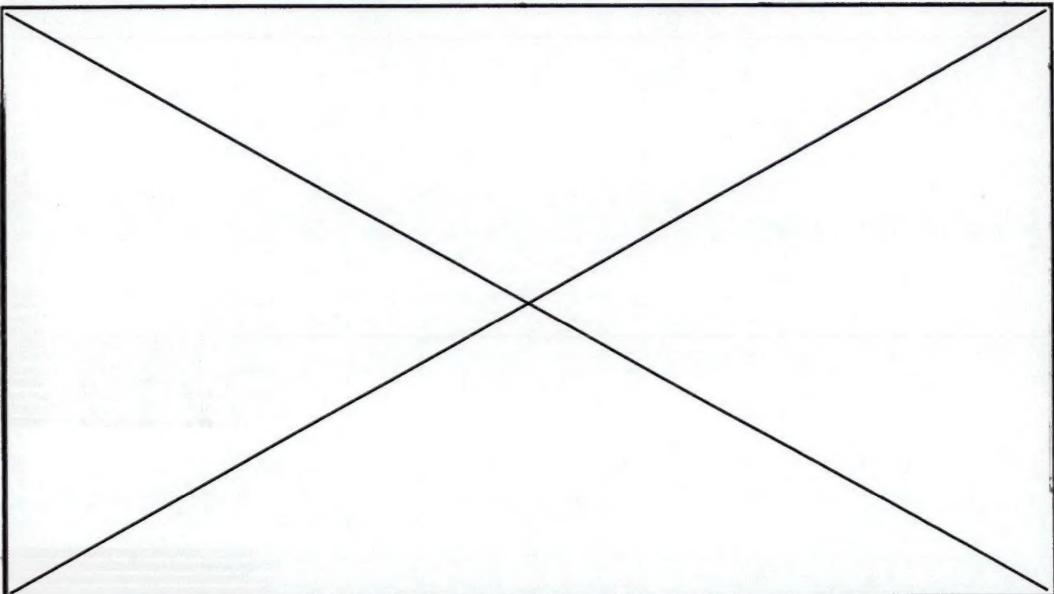
EPISODE #

1034/223

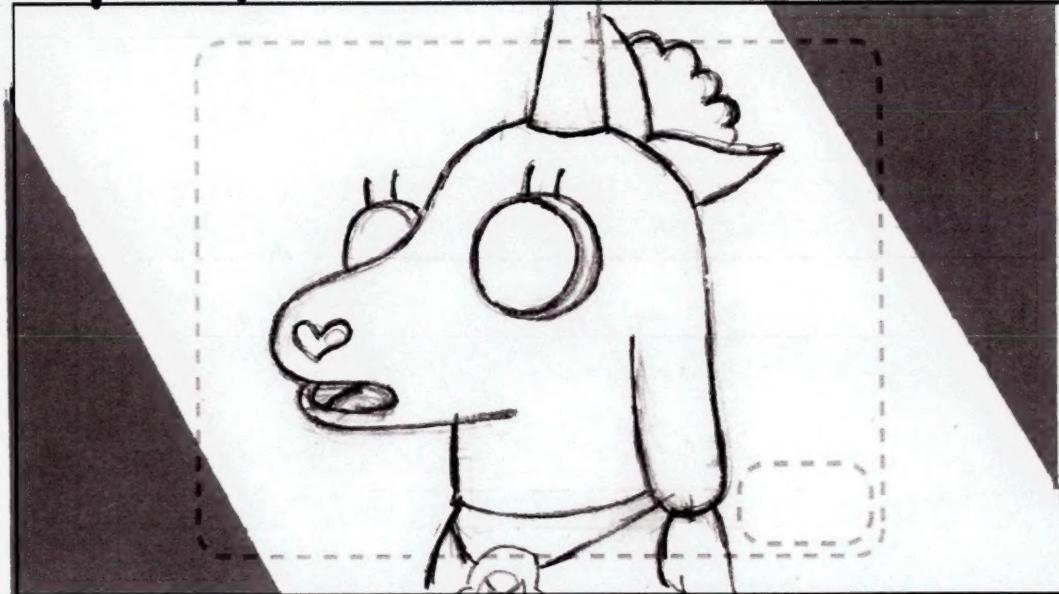
## ADVENTURE TIME

Page 03**Sc. OUT****Pnl.****Bg.**

day night

**Sc. 01** *cont***Pnl. C****Bg.**

day night

**Dialog:**

Viola: Time...

**Action:**

JUN 09 2015

**Timing:**

Production :

# ADVENTURE TIME



Page 04

Sc. 01/cont

Pnl. D

Bg.

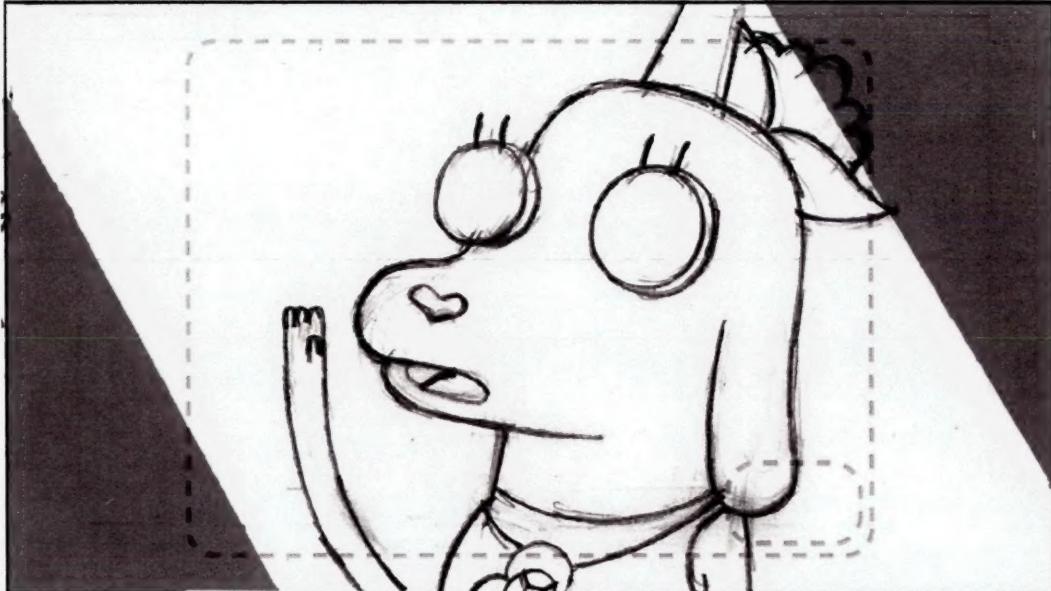
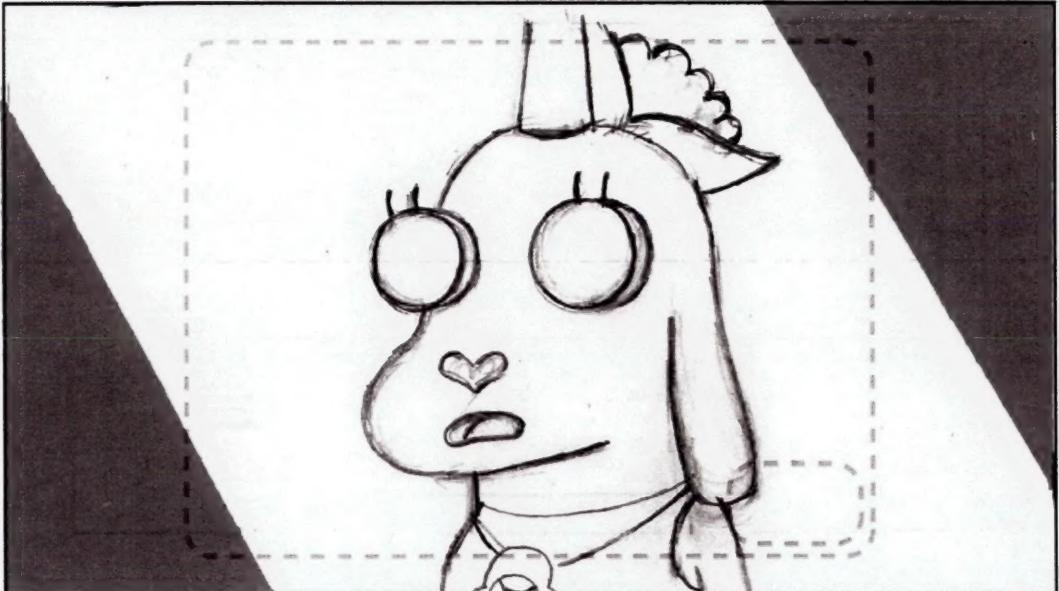
day night

Sc. 02/cont

Pnl. E

Bg.

day night



**Dialog:**

Viola: is a slippery devil.

Viola: Our lives are sudden .

**Action:**

Viola continues emoting (acting) ...

JUN 09 2015

**Timing:**

Production :

1034/223

EPISODE # 1034-223

1034/223

# ADVENTURE TIME



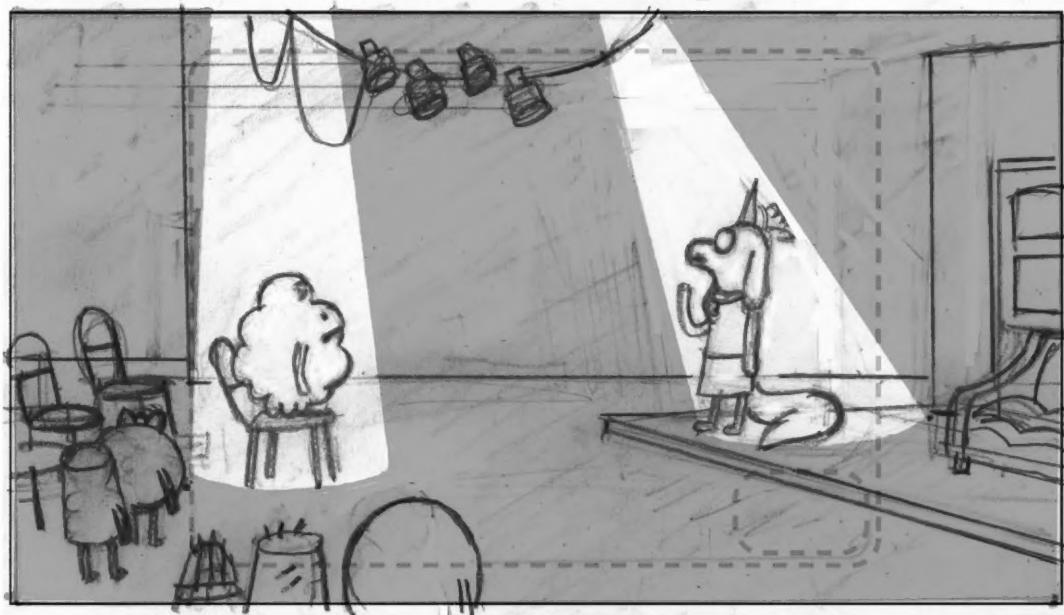
Page 05

Sc. 02

Pnl. A

Bg.

day night

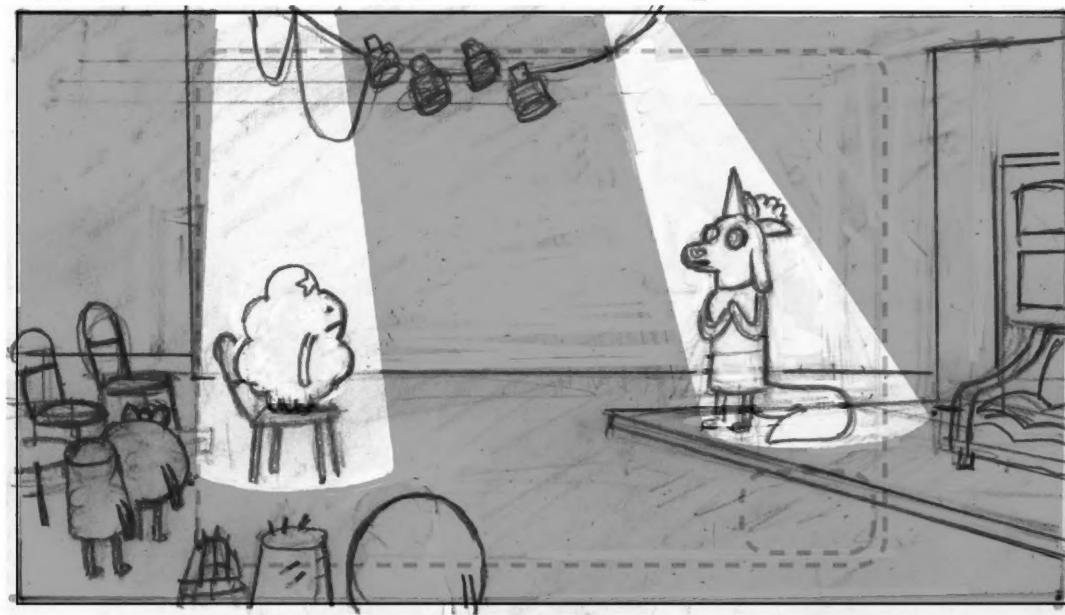


Sc. 02 *cont*

Pnl. B

Bg.

day night



1034/223

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**Dialog:** Viola: They come and go like . . .

Viola: . . . like a summer shower.

**Action:** Wide shot reveals: LPS watching Viola's acting.

~ Viola finishes her acting.

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**Timing:**

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Production :

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1034/223

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# ADVENTURE TIME



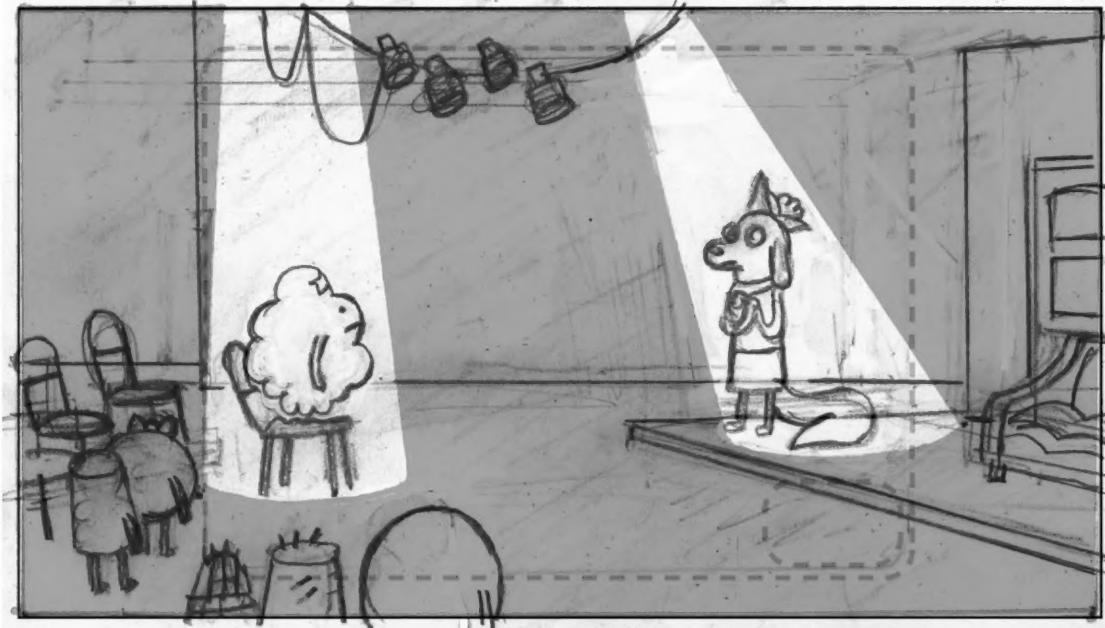
Page 06

Sc. 2 *cont*

Pnl. C

Bg.

day night

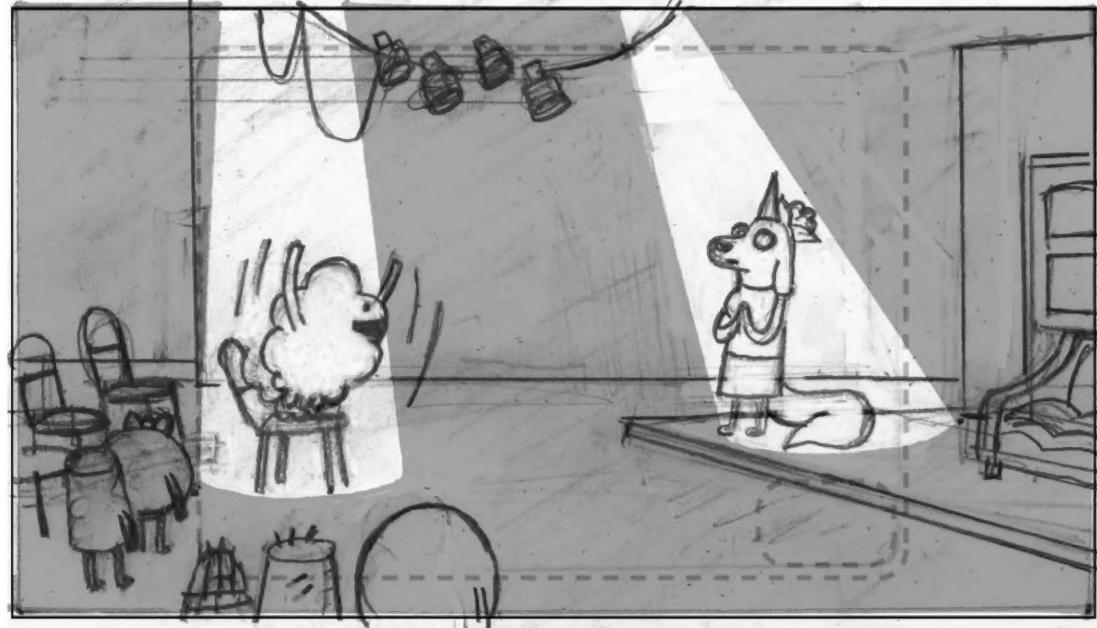


Sc. 2 *cont*

Pnl. D

Bg.

day night



Dialog:

LSP: OH MY GLOB!

Action: LSP stares at Viola for a beat.

LSP is enthusiastic!

JUN 09 2015

Timing:

Production :

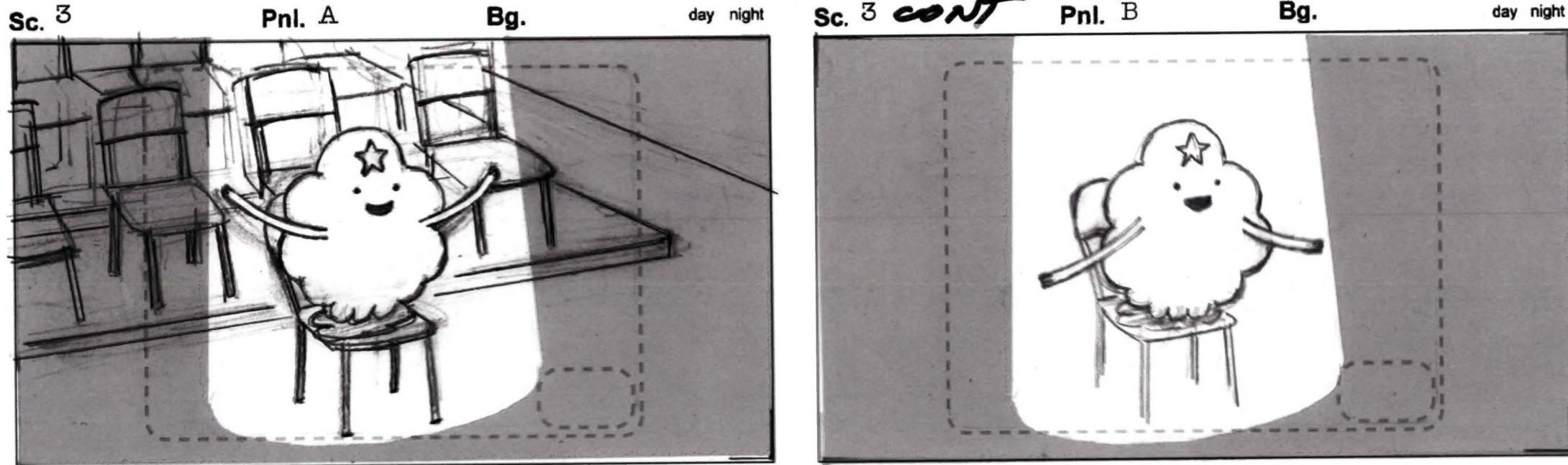
EPISODE # 1034/223 1034-223

1034/223

## ADVENTURE TIME



Page 07



## Dialog:

LSP: You got the --LSP: -- part!

## Action:

Closer on LSP, enthusiastic.

JUN 09 2015

## Timing:

Production :

1034 / 223

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1034 / 223

# ADVENTURE TIME



Page 08

Sc. 04

Pnl. A

Bg.

day night



Sc. 04 *cont*

Pnl. B

Bg.

day night



Dialog:

Viola: I - - -

Viola: - - - did?

Action:

Close on Viola.

Viola peers out through the spotlight.

JUN 09 2015

Timing:

Production :

EPISODE # 1034-223

1034 / 223

# ADVENTURE TIME



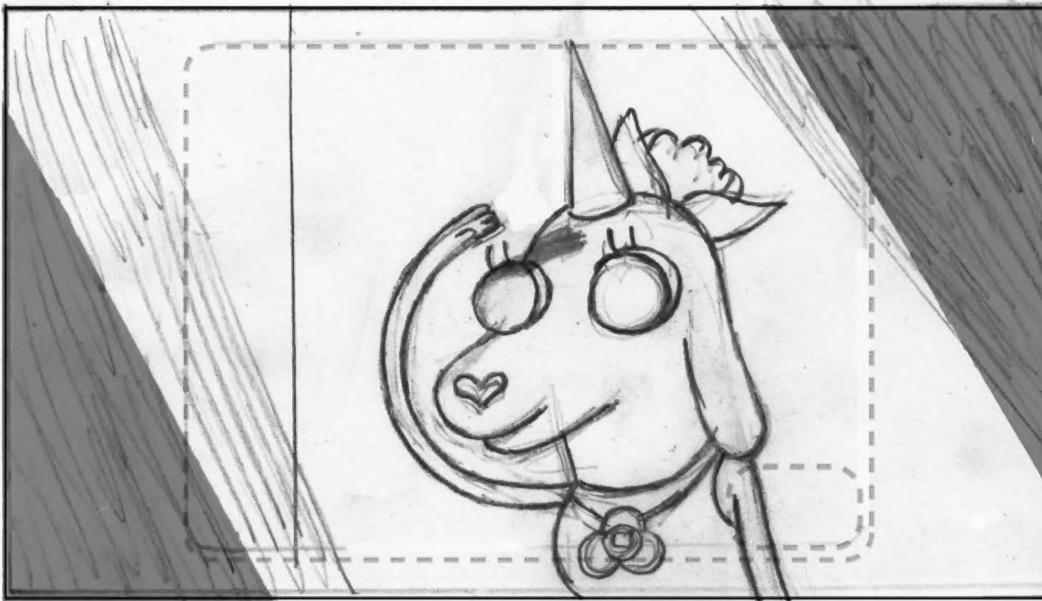
Page 09

Sc. 4 ~~CONT~~

Pnl. C

Bg.

day night

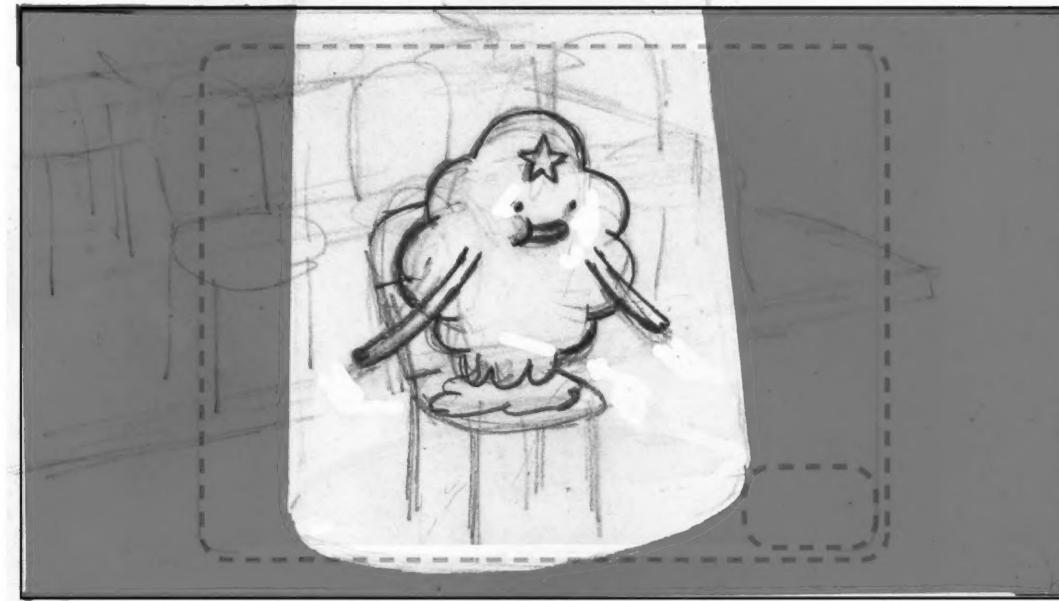


Sc. 5

Pnl. A

Bg.

day night



1034/223

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**Dialog:**

**Action:**

(Start pose.)

LSP is enthusiastic.

JUN 09 2015

**Timing:**

Production :

1034-223

1034/223

1034/223

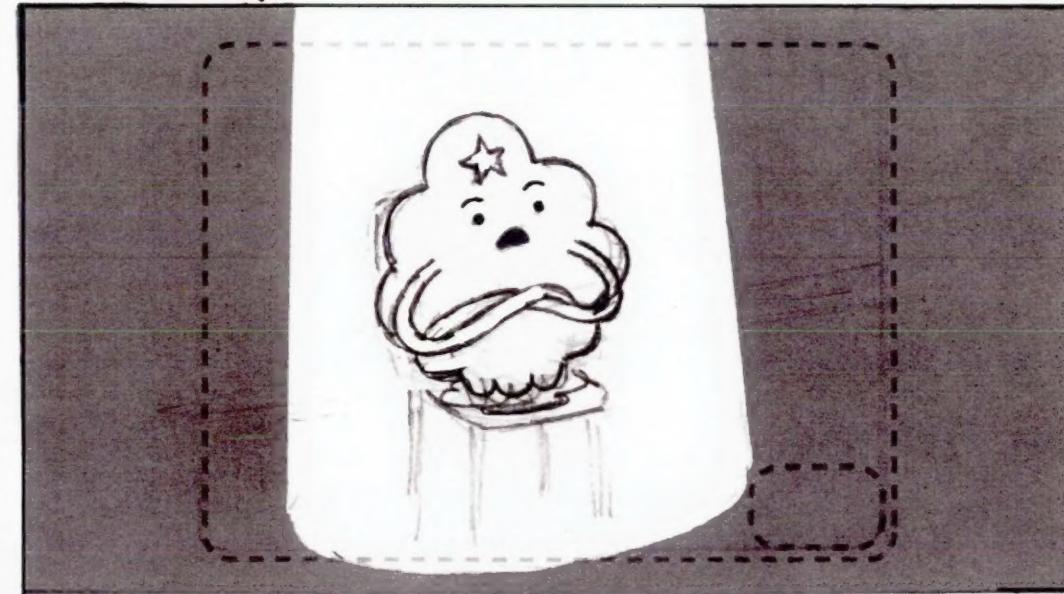
## ADVENTURE TIME

Sc. 5 ~~cont~~

Pnl. B

Bg.

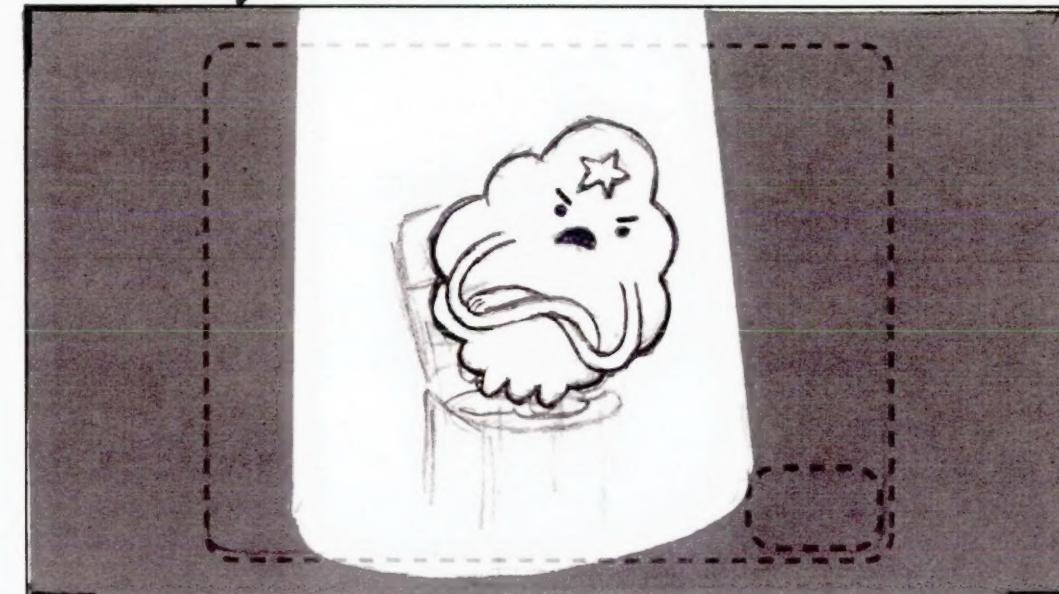
day night

Sc. 5 ~~cont~~

Pnl. C

Bg.

day night



## Dialog:

LSP: Well not that part.LSP: You were terrible.

## Action:

LSP qualifies her enthusiasm.

LSP is now critical!

## Timing:

JUN 09 2015

Production :

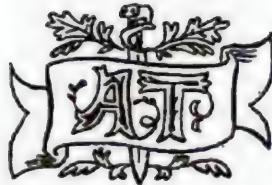
Page 10

EPISODE # 1034-223

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1034/223

# ADVENTURE TIME



11

Page

Sc. 5 ~~cont~~

Pnl. D

Bg.

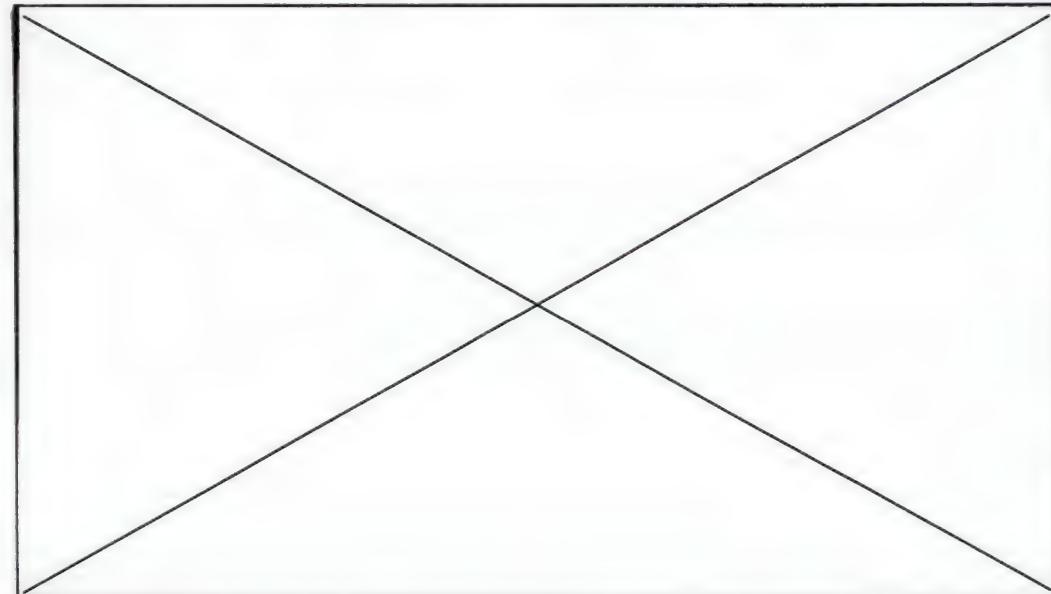
day night

Sc. OUT

Pnl.

Bg.

day night



## Dialog:

LSP: But you can be my personal assistant.

## Action:

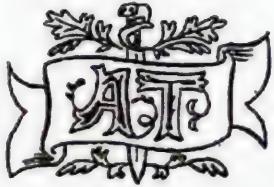
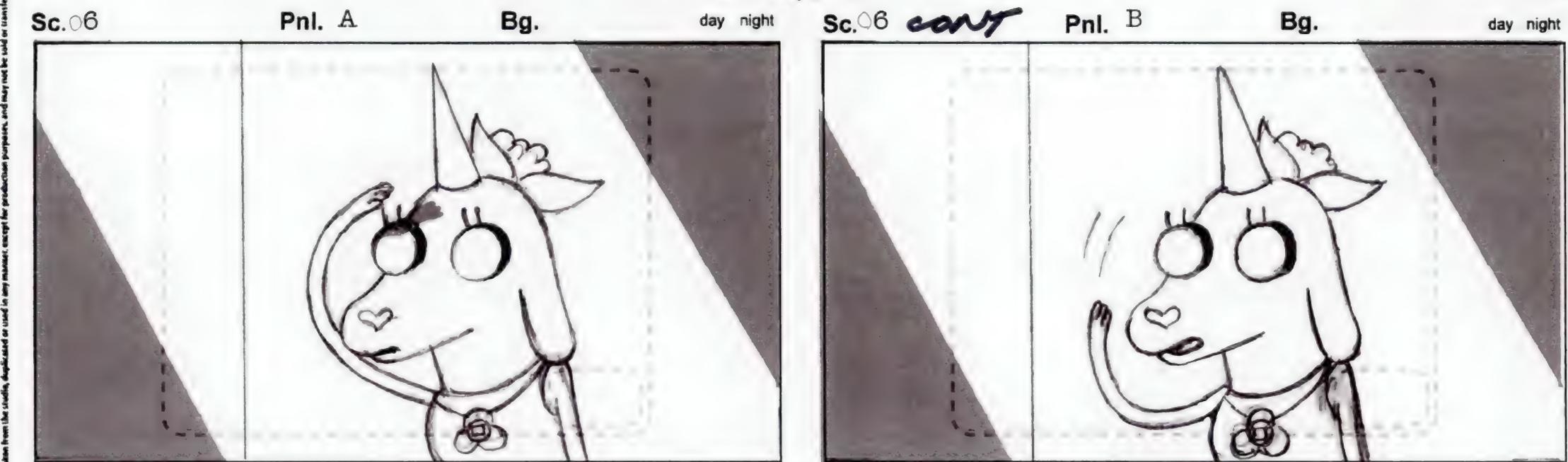
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## Timing:

Production :

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## ADVENTURE TIME

Page 12

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Production :

1034/223

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**Dialog:**

Viola: Well . . .

**Action:**

Viola is disappointed.

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**Timing:**

1034/223

## ADVENTURE TIME



13

Page

Sc. 6 cont Pnl. C

Bg.

day night

Sc. 6 cont Pnl. D

Bg.

day night



Dialog:

---

Viola: I guess - - I have to start

Action:

Viola thinks for a beat.

(House lights start to come up.)

JUN 09 2015

Timing:

Production :

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1034 / 223

# ADVENTURE TIME



Page 14

Sc. 06 *cont*

Pnl. E

Bg.

day night

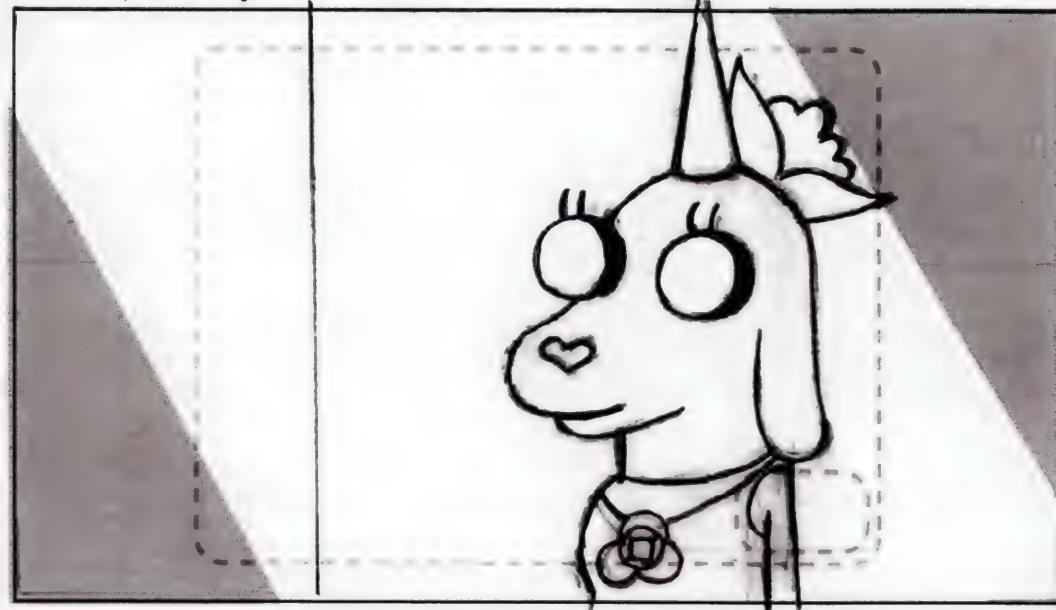


Sc. 06 *cont*

Pnl. F

Bg.

day night



**Dialog:**

Viola: -- to you SOME WHERE.

**Action:**

— Viola puts on a smile -- undaunted, still sunny.

JUN 09 2015

**Timing:**

Production :

1034/223

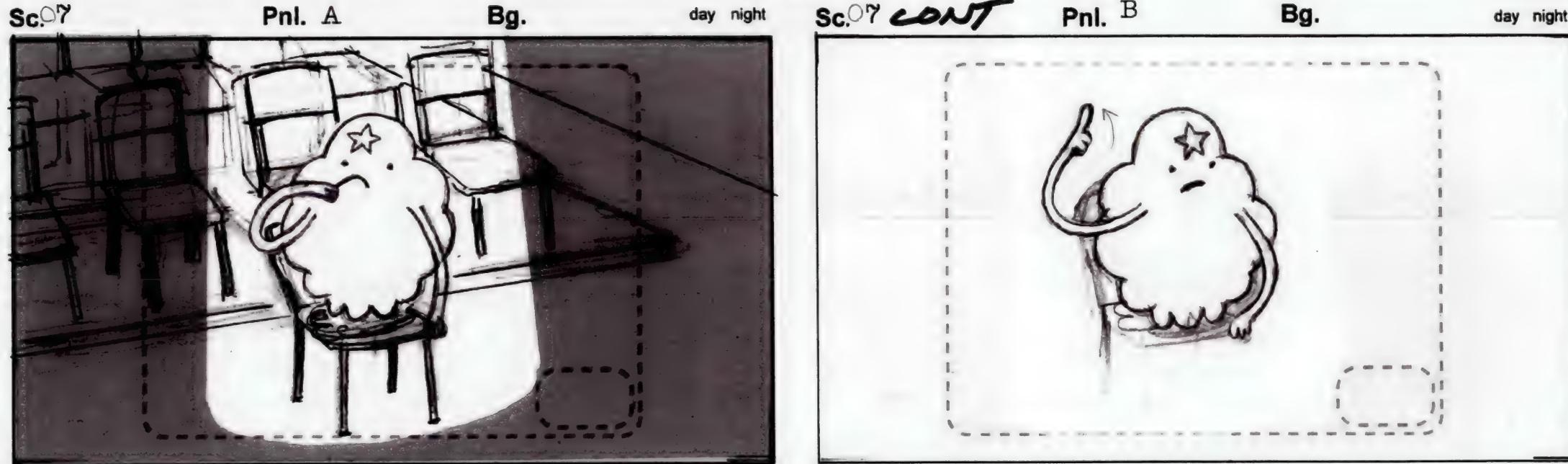
1034 / 223

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# ADVENTURE TIME



Page 15



Dialog:

Action:

(Start pose.) LSP thinks.

(Antic.)

JUN 09 2015

Timing:

Production :

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# ADVENTURE TIME



16

Page

Sc. 07 cont

Pnl. C

Bg.

day night

Sc. 08

Pnl. A

Bg.

day night



**Dialog:**

LSP: Start with my laundry.

Tree Trunks (O/S): Time . . . is a slippery devil.

**Action:**

LSP points past Viola to the backstage area.

Close on: LSP laundry, hanging on lines.

JUN 09 2015

**Timing:**

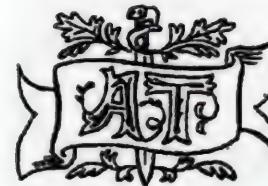
Production :

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# ADVENTURE TIME



17

Page

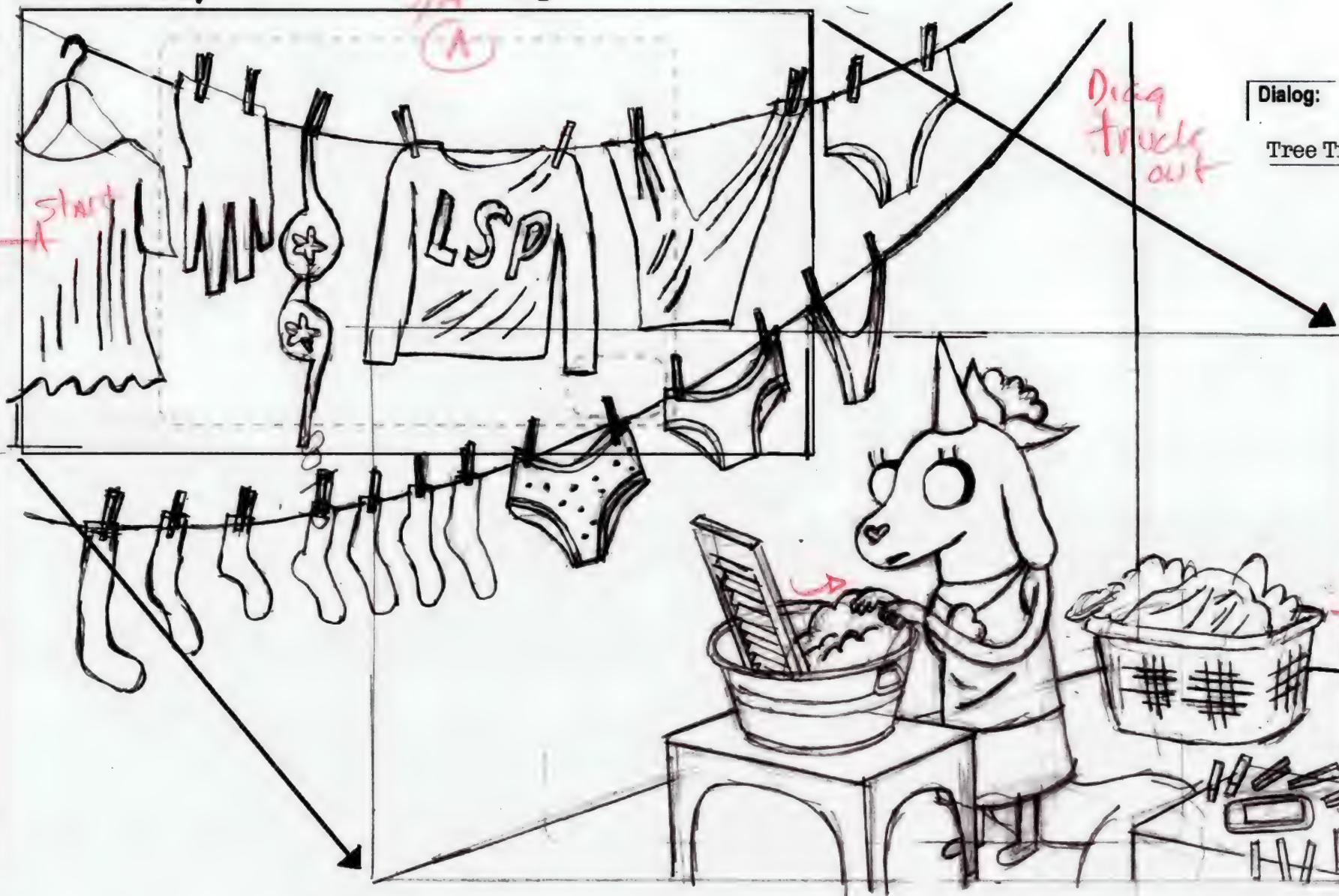
1034-223

1034/223

Sc. 08 *cont*

Bg.

day night



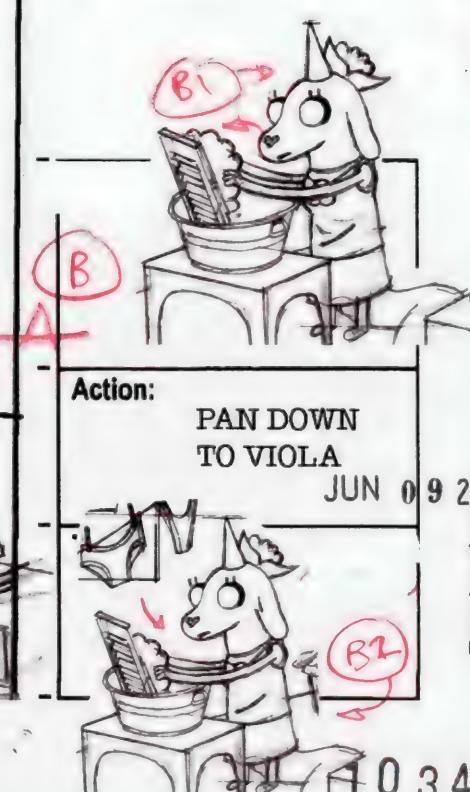
Dialog:

Tree Trunks (O/S): Our lives are sudden.

EPISODE #

Production

1034/223



## ADVENTURE TIME



18

Page

Sc. 08 cont

Pnl.

C

Bg.

day night

Sc. 08 cont

Pnl.

C  
Bg.

day night



**Dialog:** Tree Trunks (O/S): They come and go like --

TT (O/S): -- like a summer shower.

**Action:**  
A/B cycle of Viola scrubbing laundry.

JUN 09 2015

**Timing:**

Production :

EPISODE # 1034-223

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1034/223

# ADVENTURE TIME



19

Page

Sc. 8 *cont*

Pnl.

D

Bg.

day night

Sc. 8 *cont*

Pnl.

E

Bg.

day night



**Dialog:** LSP (O/S):

You got the part!  
That was great!

(o/s)  
**LSP:** Well maybe not 'great', but, you were a lot better than those others.

**SFX:** Brrrrr! [Viola's cell phone rings.]

**Action:**

JUN 09 2010

**Timing:**

Production :

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# ADVENTURE TIME



20

Page

Sc. 8 cont

F

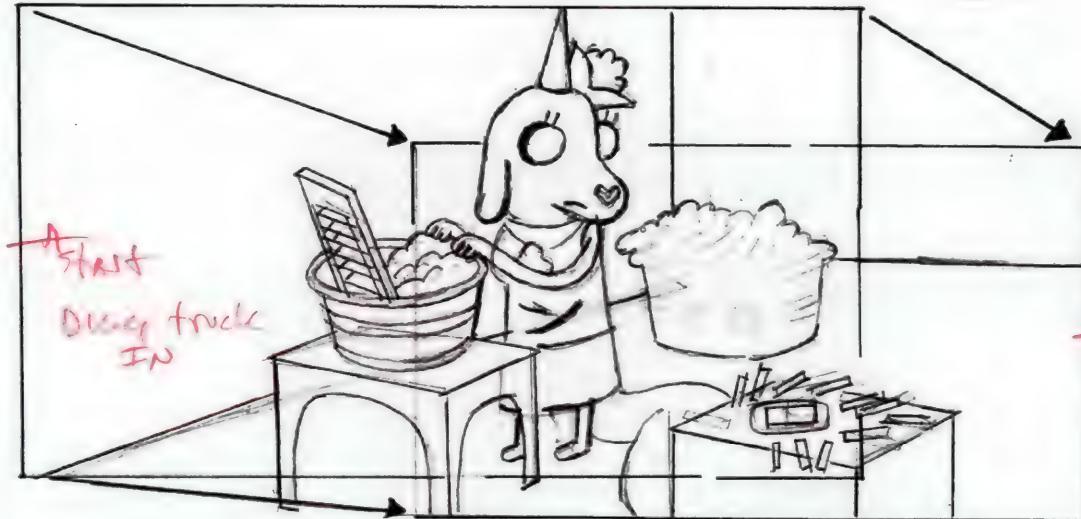
Bg.

day night

Sc. 8 cont

Bg.

day night



Dialog:

SFX: Brrrrr. [cell phone]

SFX: Brrrrr. [cell phone]

Drag truck IN

Action: Viola looks to cell phone.

JUN 09 2015

Timing:

Production :

1034/223

# ADVENTURE TIME



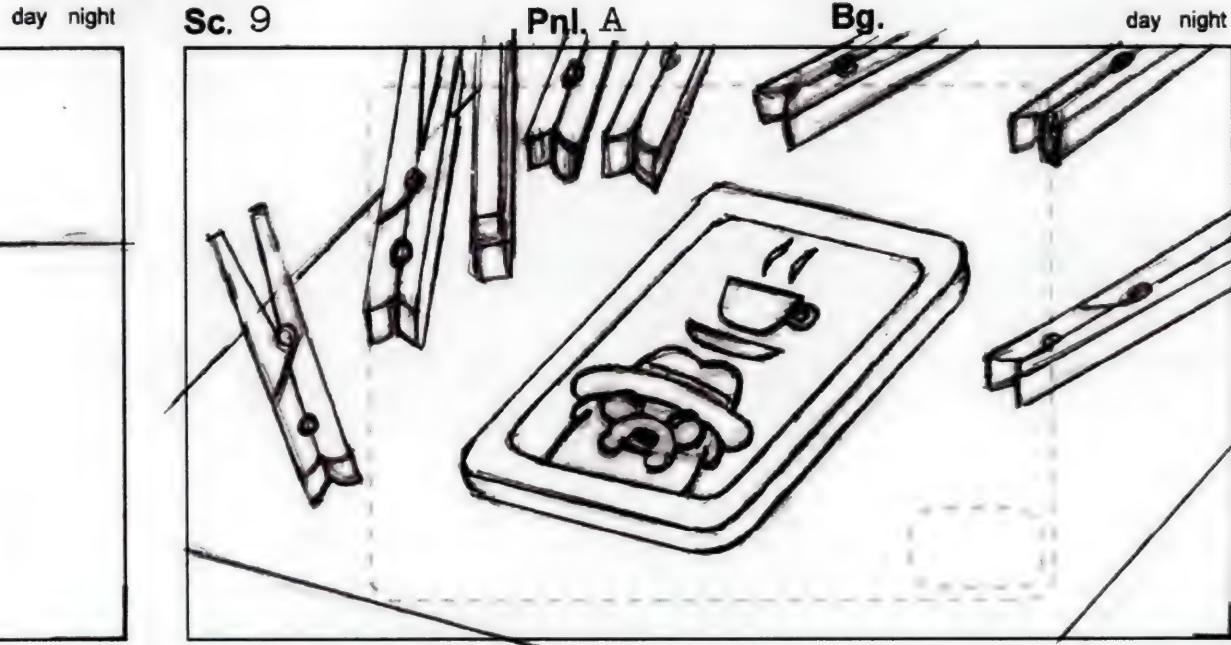
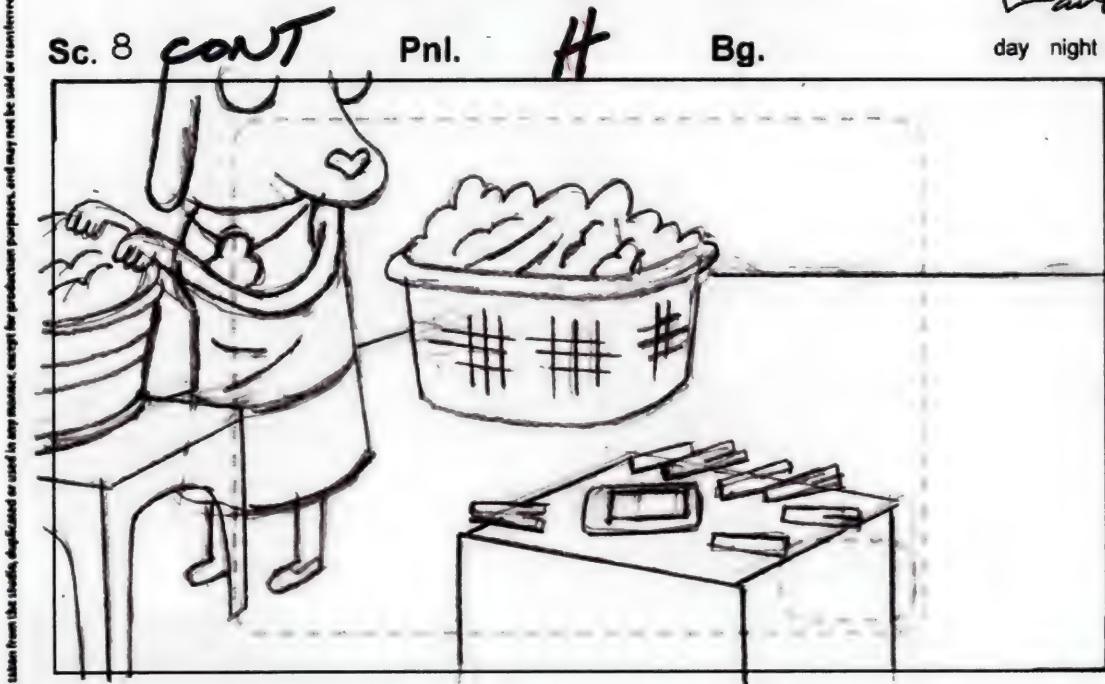
NO  
SC 10

Page 21

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1034/223



**Dialog:**

**Action:**

Close on: Cell phone, showing a Jake symbol and a cup-of-coffee symbol

JUN 09 L01

**Timing:**

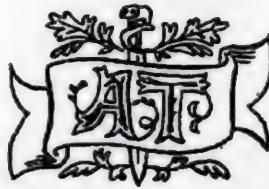
Production :

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1034/223

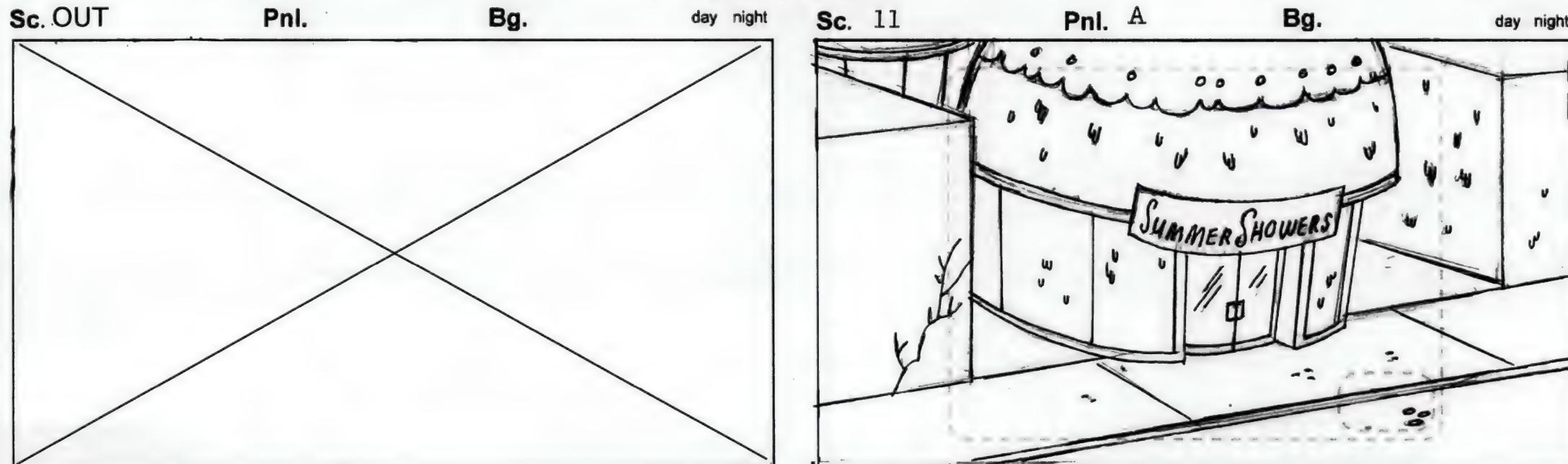
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# ADVENTURE TIME



22

Page



Dialog:

Action:

Wide on: exterior of the playhouse (theater).

JUN 09 2015

Timing:

Production :

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# ADVENTURE TIME

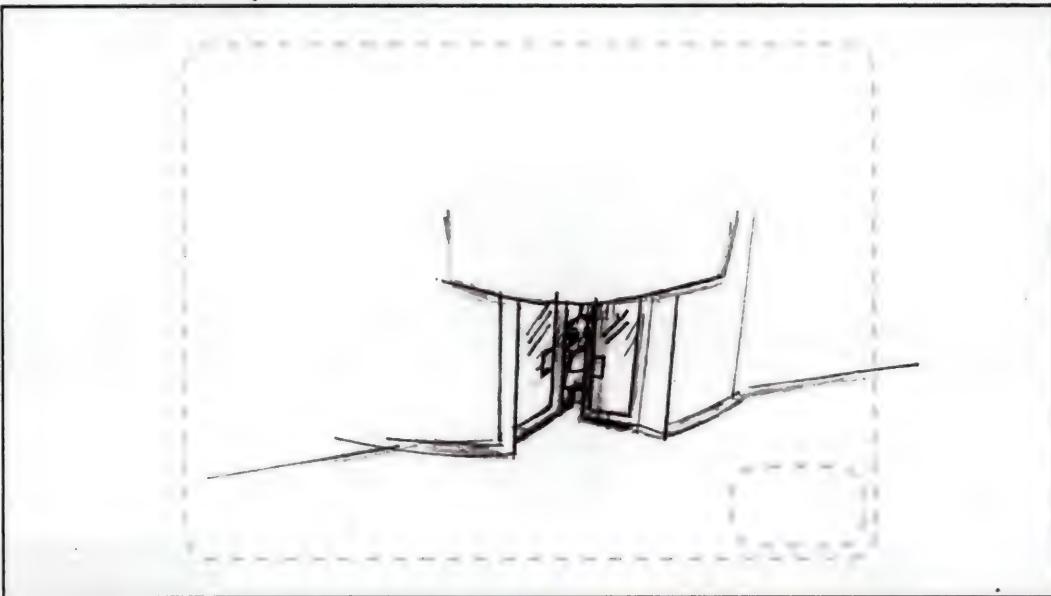


Page 23

Sc. 11 *cont* Pnl. B

Bg.

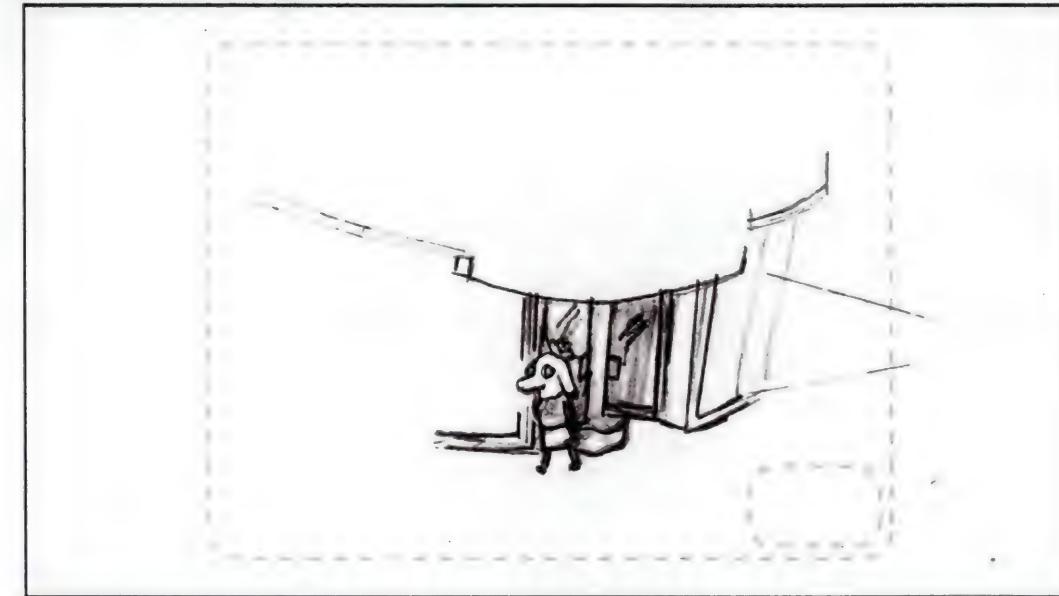
day night



Sc. 11 *cont* Pnl. C

Bg.

day night



Dialog:

Action:

Viola exits the playhouse.

Timing:



JUN 09 2015

Production :

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EPISODE #

1034 / 223

# ADVENTURE TIME

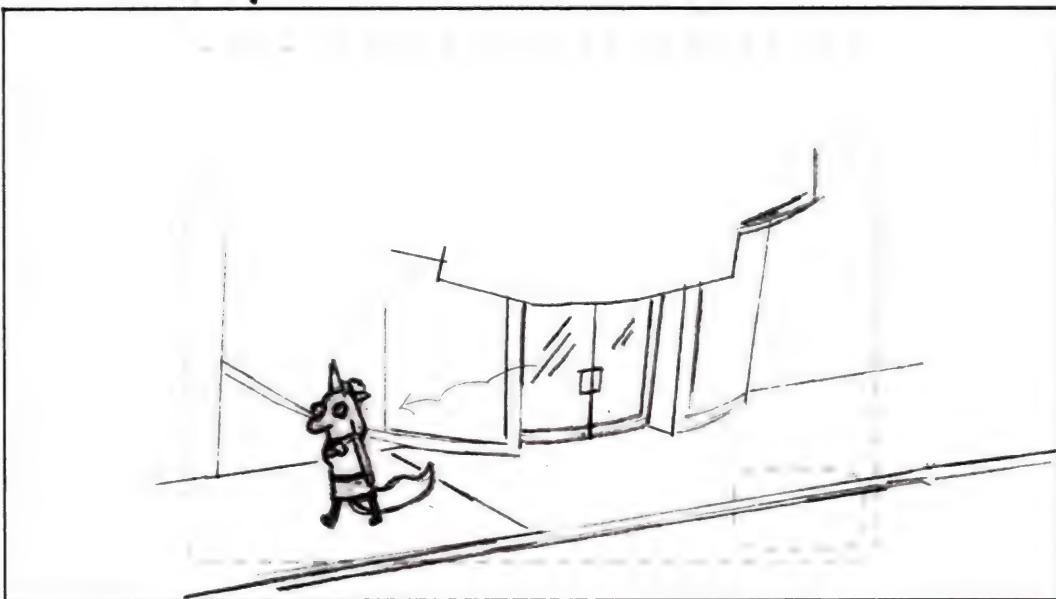


Sc. 11 *cont*

Pnl. D

Bg.

day night

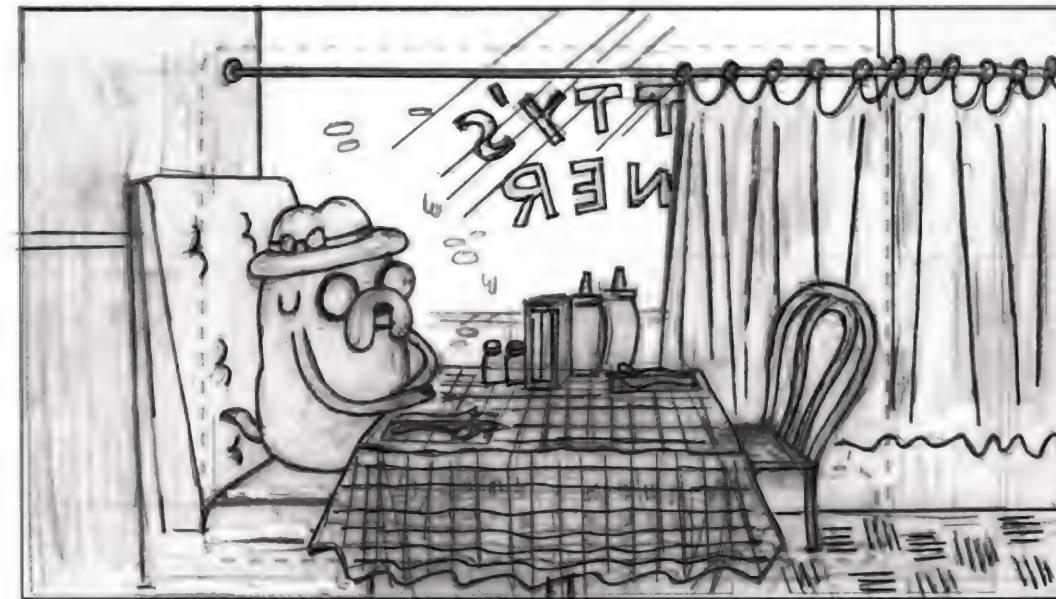


Sc. 12

Pnl. A

Bg.

Page 24  
NO PGS 25-26  
day night



EPISODE # 1034-223

1034/223

**Dialog:**

**Action:** Viola walks away from the playhouse.

- Jake waits, at a table in a greasy-spoon restaurant near the playhouse.

JUN 09 2010

**Timing:**

Production :

1034/223

## ADVENTURE TIME



27

Page \_\_\_\_\_

Sc. 12 *cont*

Pnl. B

Bg.

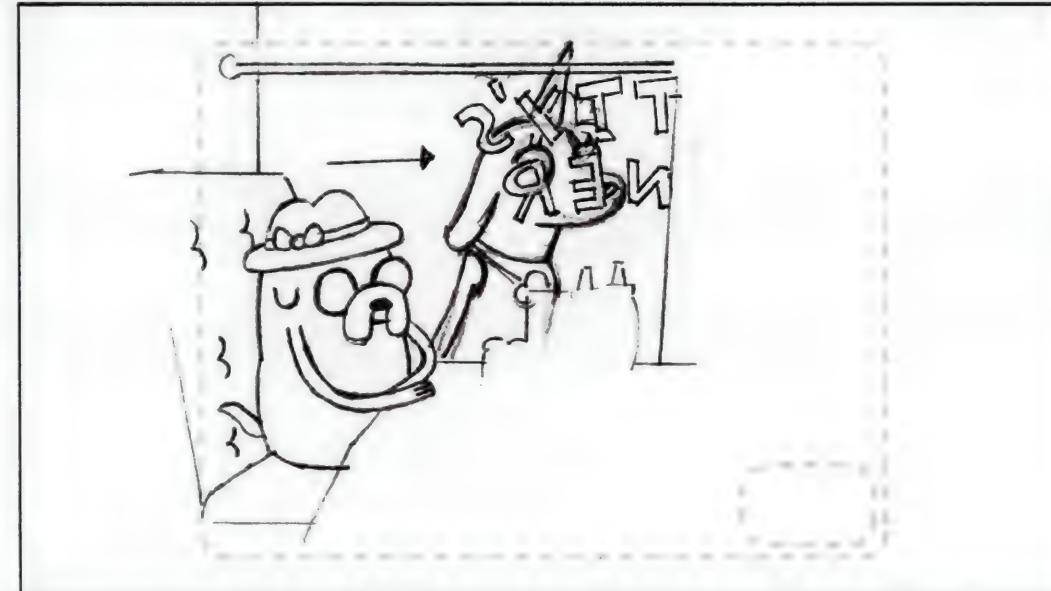
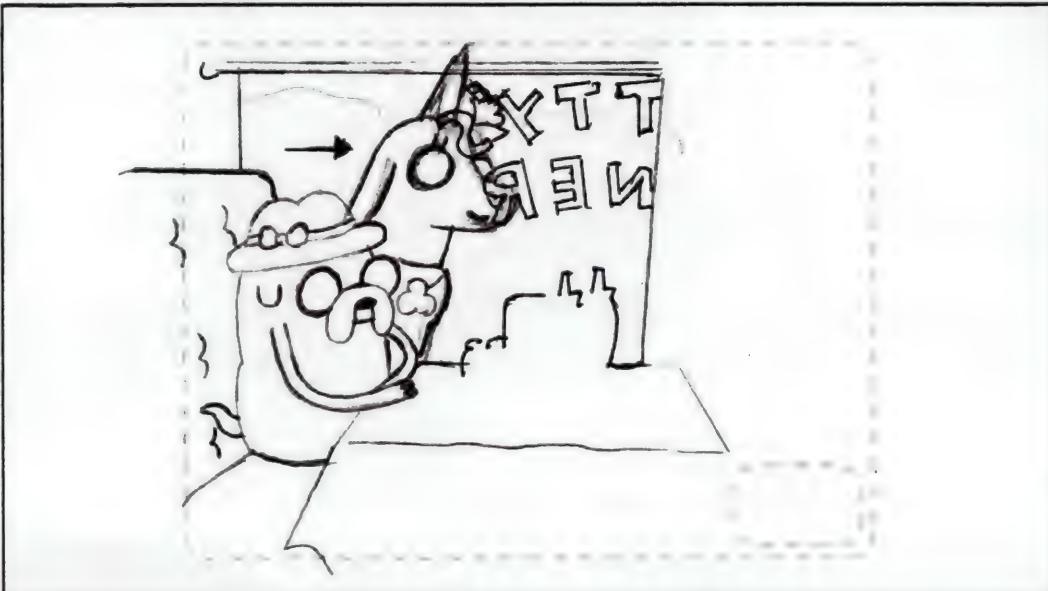
day night

Sc. 12 *cont*

Pnl. C

Bg.

day night



Dialog:

Action: Viola walks past, outside.

JUN 09 2015

Timing:

Production :

EPISODE # 1034-223

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# ADVENTURE TIME



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Page

Sc. 12 *CONT* Pnl. D

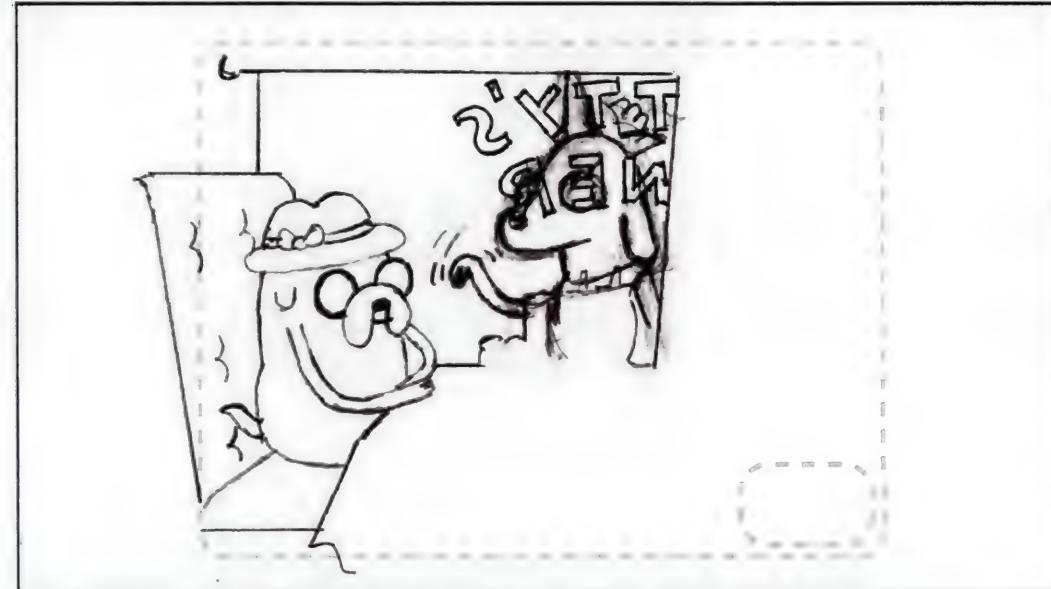
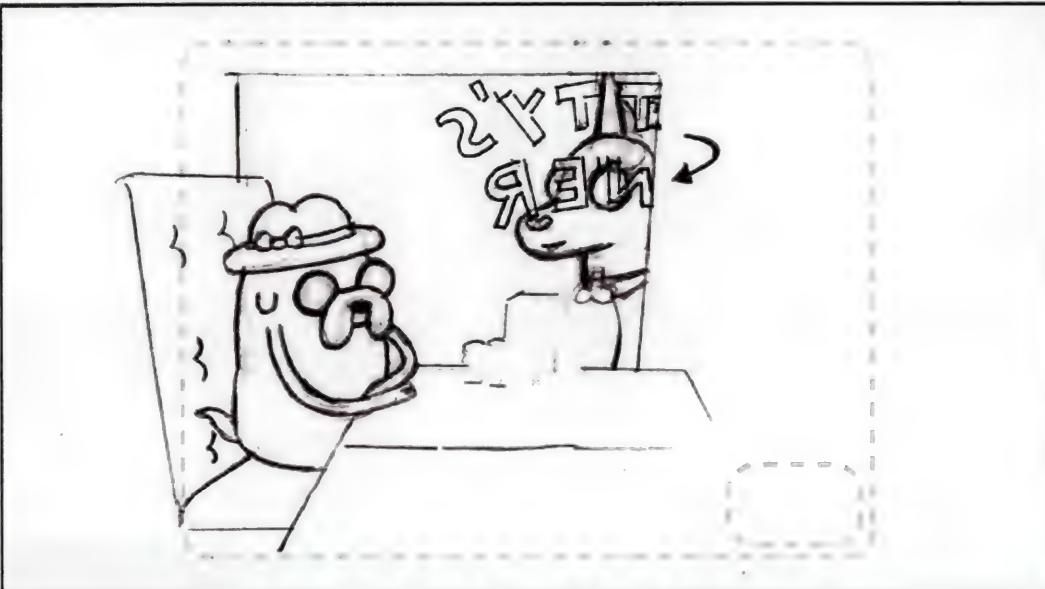
Bg.

day night

Sc. 12 *CONT* Pnl. E

Bg.

day night



**Dialog:**

SFX: Knock knock. [Viola knocks on window.]



**Action:** Viola turns back. She has noticed Jake sitting there.

Viola taps on the window to say hello.

JUN 09 2015

**Timing:**

Production :

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# ADVENTURE TIME



Sc. 12 *cont* Pnl.

*F*

Bg.

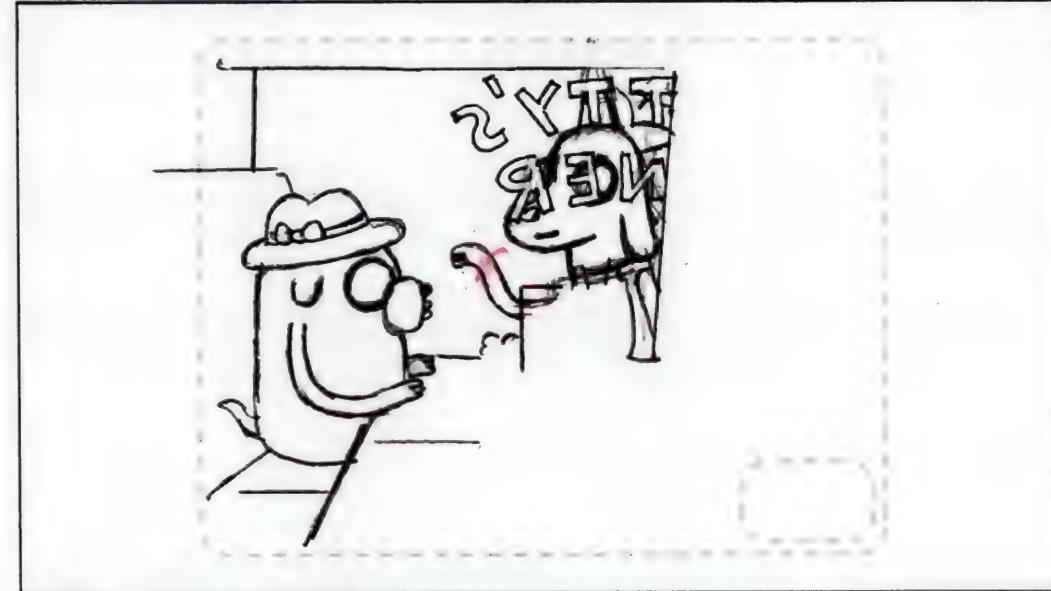
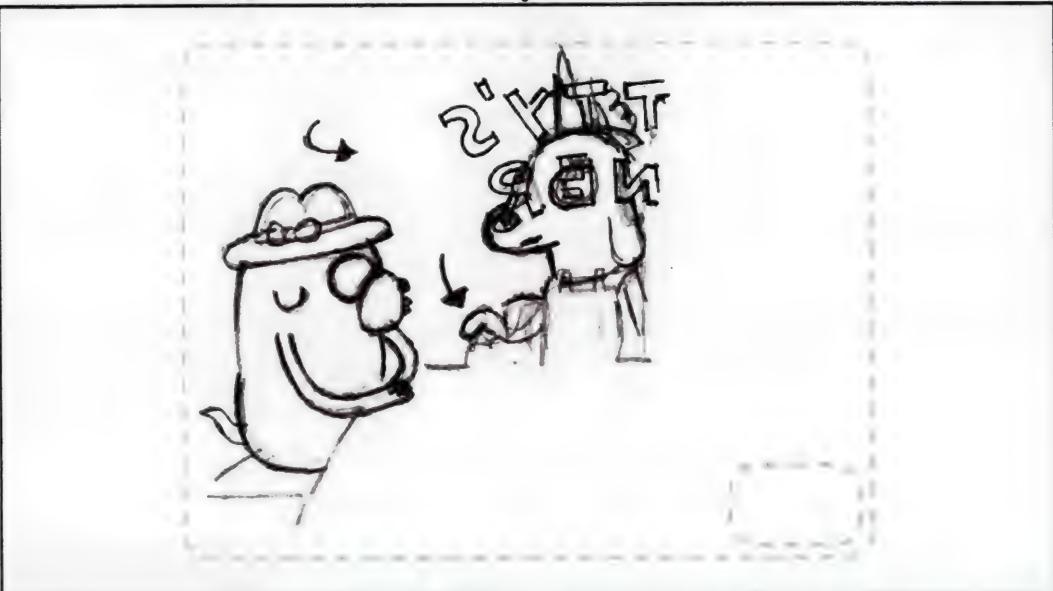
day night

Sc. 12 *cont* Pnl.

*H*

Bg.

day night



Dialog:

(HL)



Action: Jake turns to Viola / Viola settles out of the tapping pose.

Viola waves hello to Jake.

JUN 09 2015

Timing:

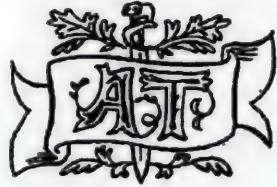
Production :

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# ADVENTURE TIME



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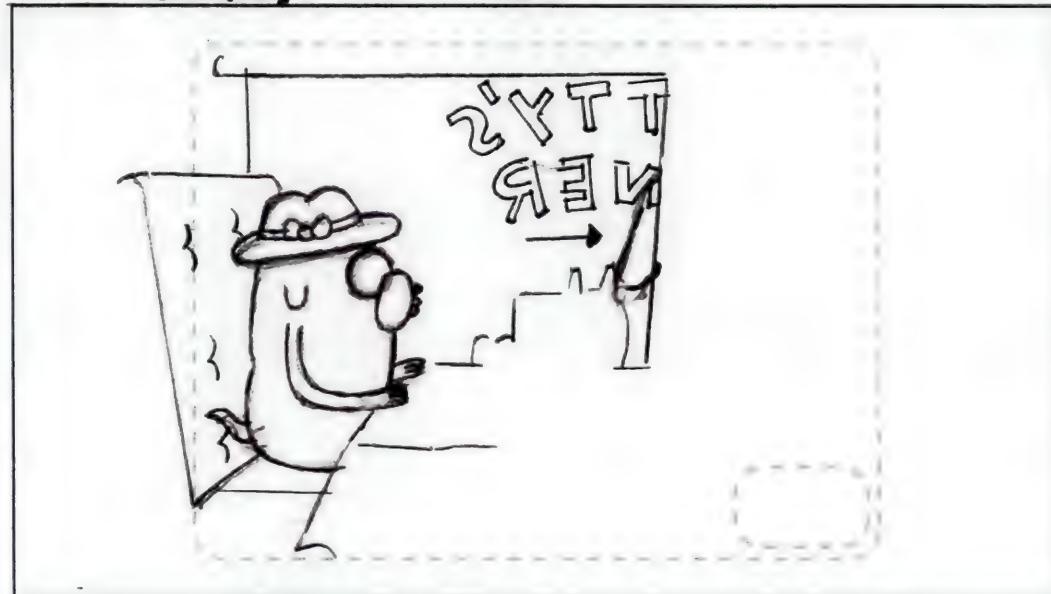
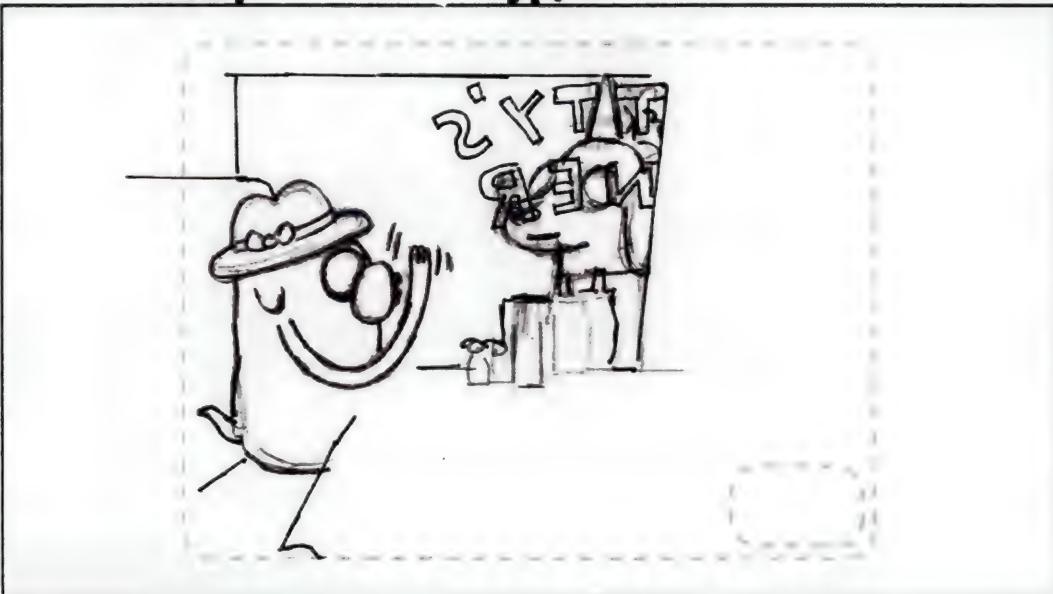
Page

Sc. 12 cont Pnl. H1 Bg.

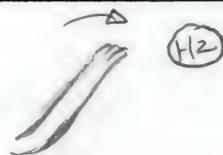
day night

Sc. 12 cont Pnl. I Bg.

day night



Dialog:



Action: Jake waves hello to Viola.

Settle jake / Viola walks to the entrance of the restaurant.

JUN 09 2015

Timing:

Production :

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1034/223

# ADVENTURE TIME



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Page

Sc. 12 *cont* Pnl. J

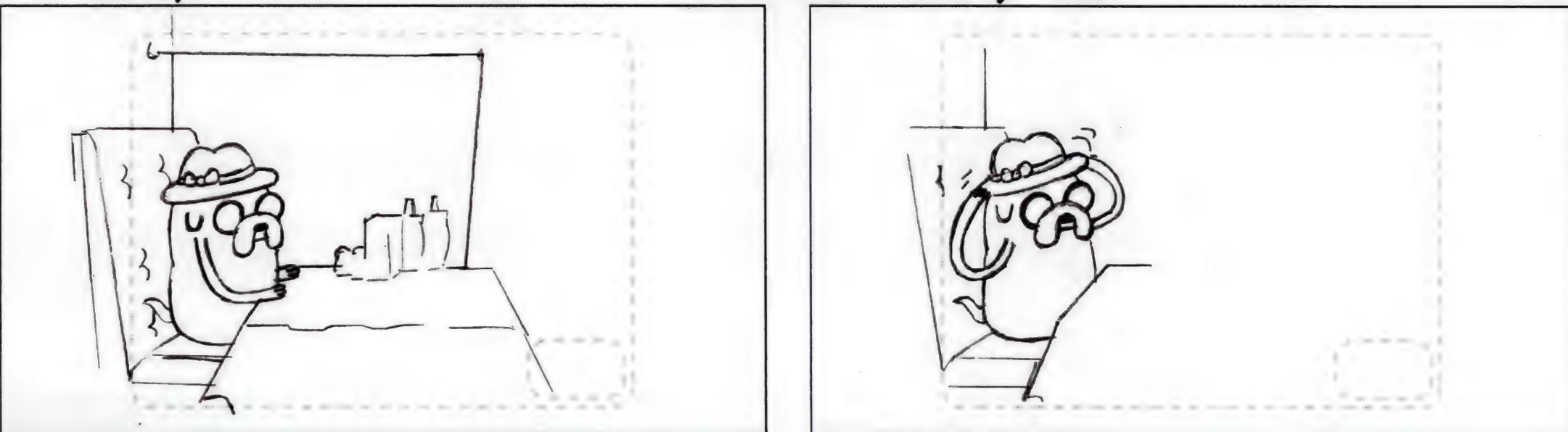
Bg.

day night

Sc. 12 *cont* Pnl. K

Bg.

day night



**Dialog:**

**Action:**  
Jake waits.

Jake adjusts his Dad Hat.

A/B cycle.

JUN 09 2015

**Timing:**

Production :

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# ADVENTURE TIME



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Page

Sc. 12 *cont*

Pnl. L

Bg.

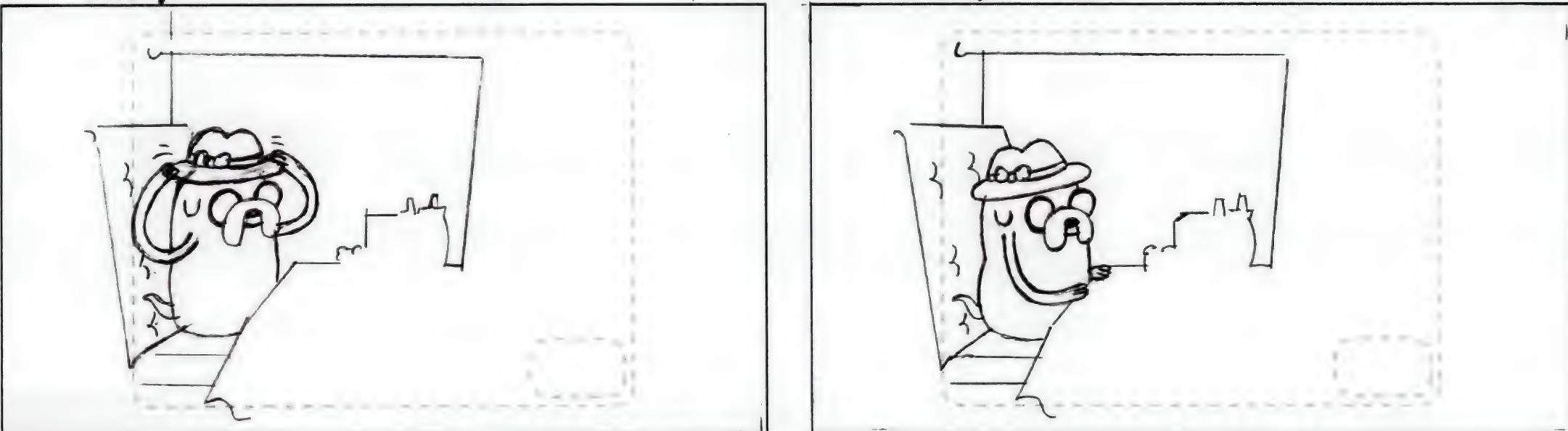
day night

Sc. 12 *cont*

Pnl. M

Bg.

day night



**Dialog:**

**Action:** (cont. adjusting hat)

Settle Jake.

JUN 09 2015

**Timing:**

Production :

1034-223

1034/223

1034/223

## ADVENTURE TIME



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Page

Sc. 12 *cont* Pnl. N

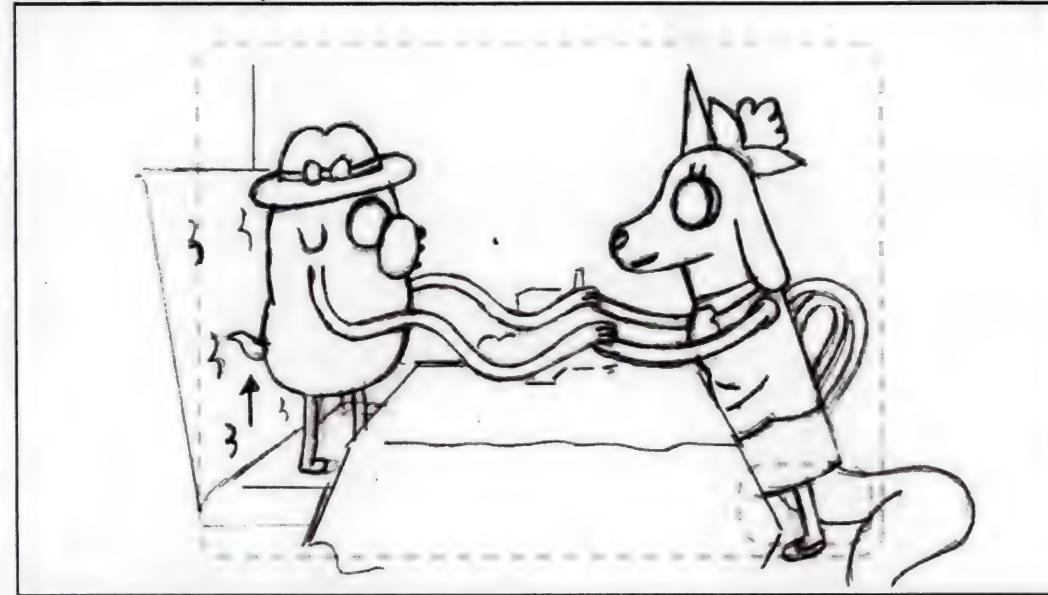
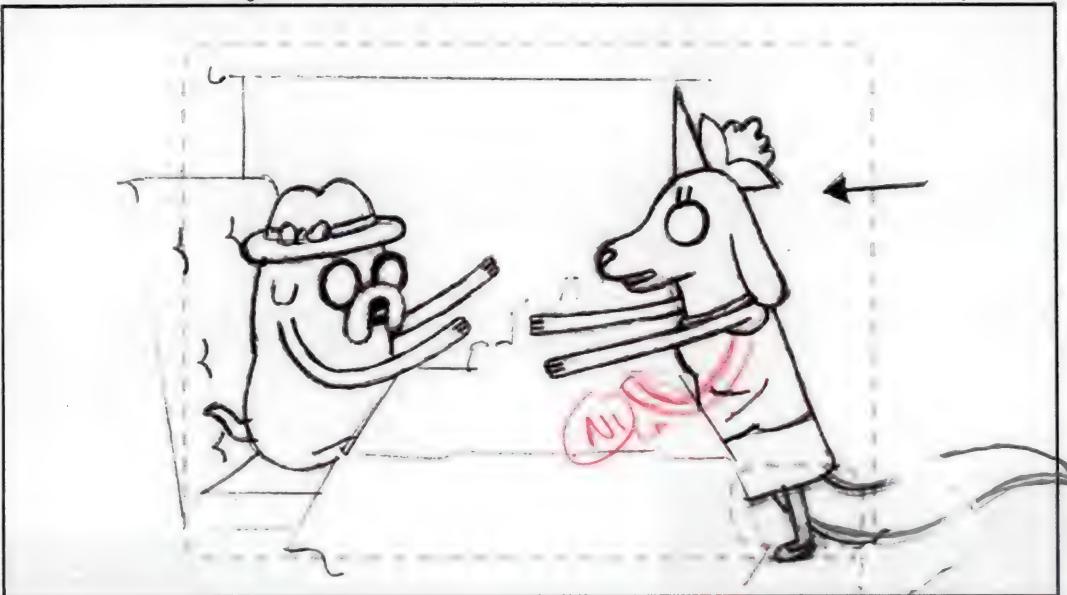
Bg.

day night

Sc. 12 *cont* Pnl. O

Bg.

day night

Dialog: Jake: Hey!Viola: Hey!Jake: Hi Viola.Viola: Hi Dad.

Action: Viola enters. Jake and Viola greet each other.

Jake and Viola clasp hands, and shake their hands / arms affectionately.

JUN 09 2015

Timing:

Production :

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# ADVENTURE TIME



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Page

Sc. 12 *cont* Pnl. P

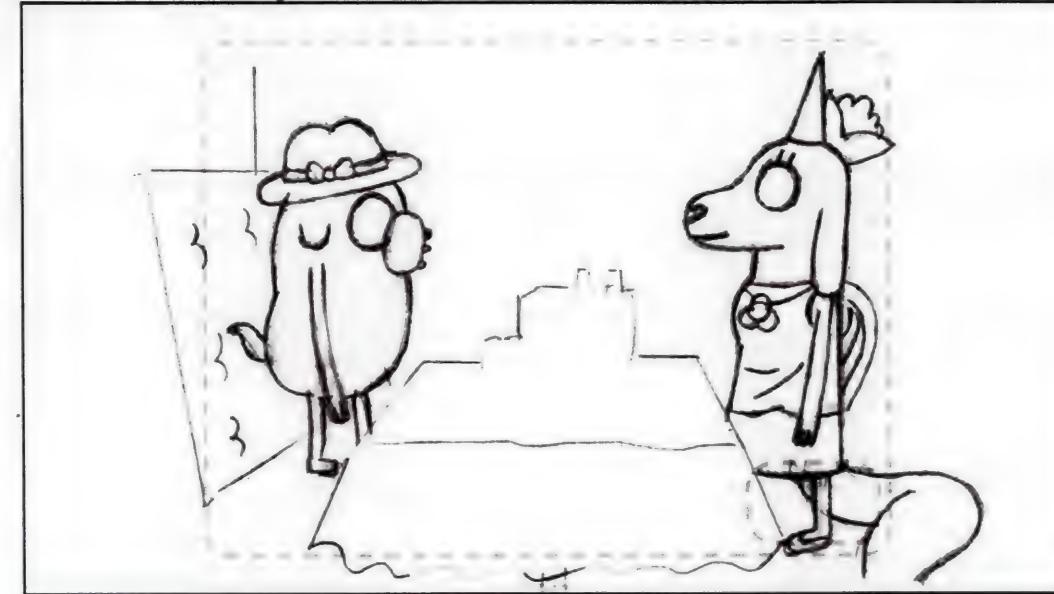
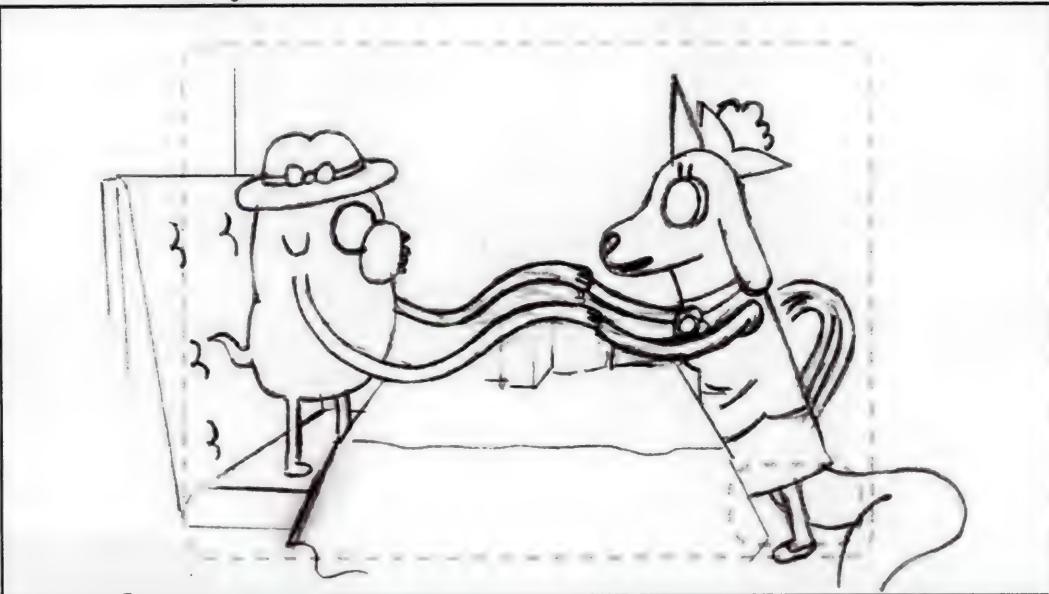
Bg.

day night

Sc. 12 *cont* Pnl.Q

Bg.

day night



Dialog:

Jake: How's my --

Action:

JUN 09 2015

Timing:

Production :

1034/223

# ADVENTURE TIME



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Page

Sc. 12 *cont* Pnl. R

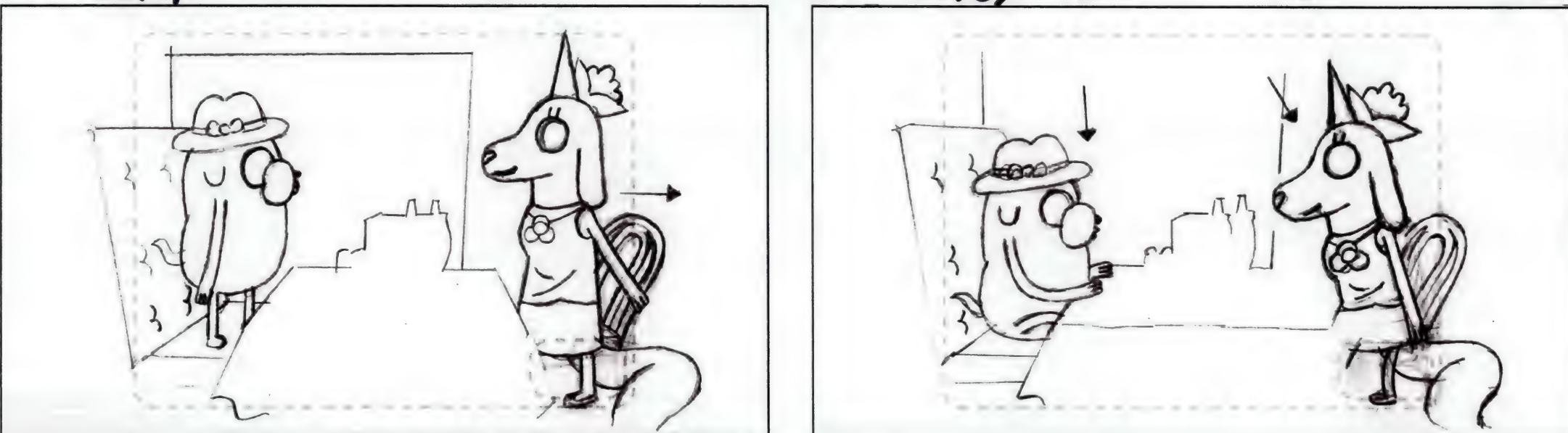
Bg.

day night

Sc. 12 *cont* Pnl. S

Bg.

day night



**Dialog:**  
Jake: -- big shot actress daughter?

**Action:**  
Viola pushes back chair.

Viola sits down / Jake sits down.

JUN 09 2015

**Timing:**

Production :

EPISODE # 1034-223

1034/223

# ADVENTURE TIME



36

Page

Sc. 12 *cont* Pnl. T

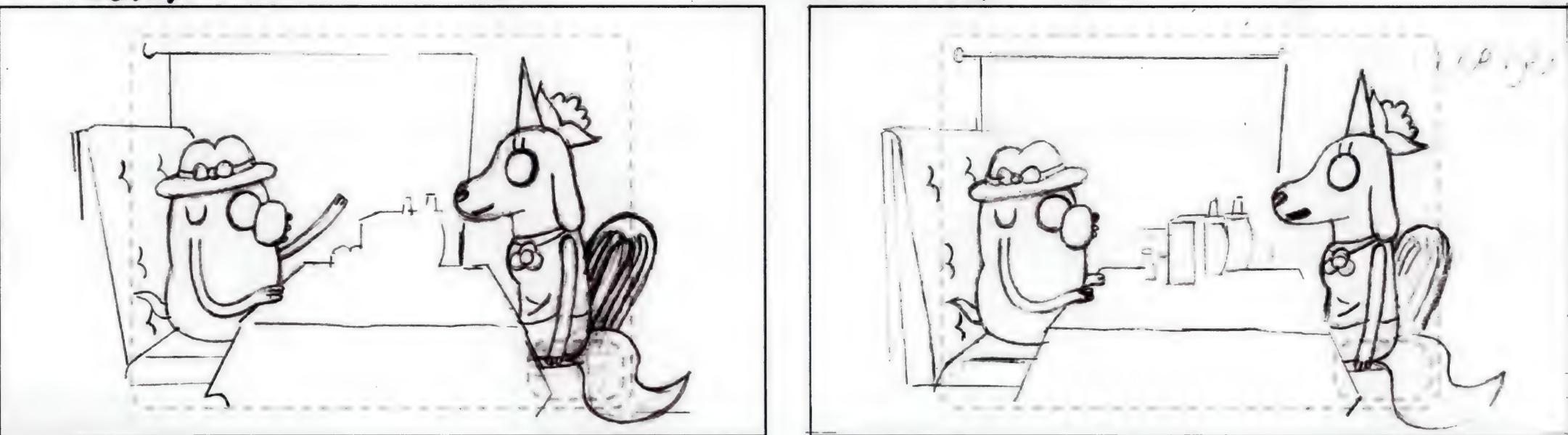
Bg.

day night

Sc. 12 *cont* Pnl. U

Bg.

day night



**Dialog:** Jake: Did you get that part you wanted?



Viola: Oh -- yeah -- the part! . . .

**Action:** Viola pulls chair to table. Jake gestures to Viola.

(Viola settles)

JUN 09 2015

**Timing:**

Production :

1034-223

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1034/223

# ADVENTURE TIME



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Page

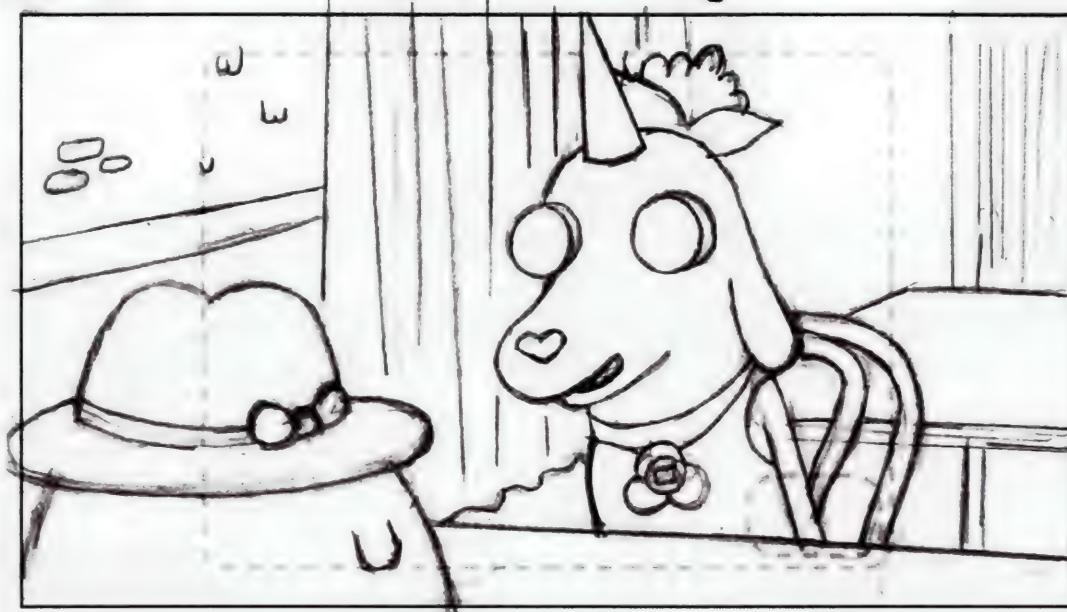
1034/223

Sc. 13

Pnl. A

Bg.

day night



Sc. 13 *CONT*

Pnl. B

Bg.

day night



**Dialog:**

Viola: Sure I got the part.

**Action:**

Viola speaks enthusiastically about her audition.

She lies a bit -- she says she is a successful actress.

JUN 09 2015

**Timing:**

Production :

1034-223

EPISODE #

1034/223

# ADVENTURE TIME



38

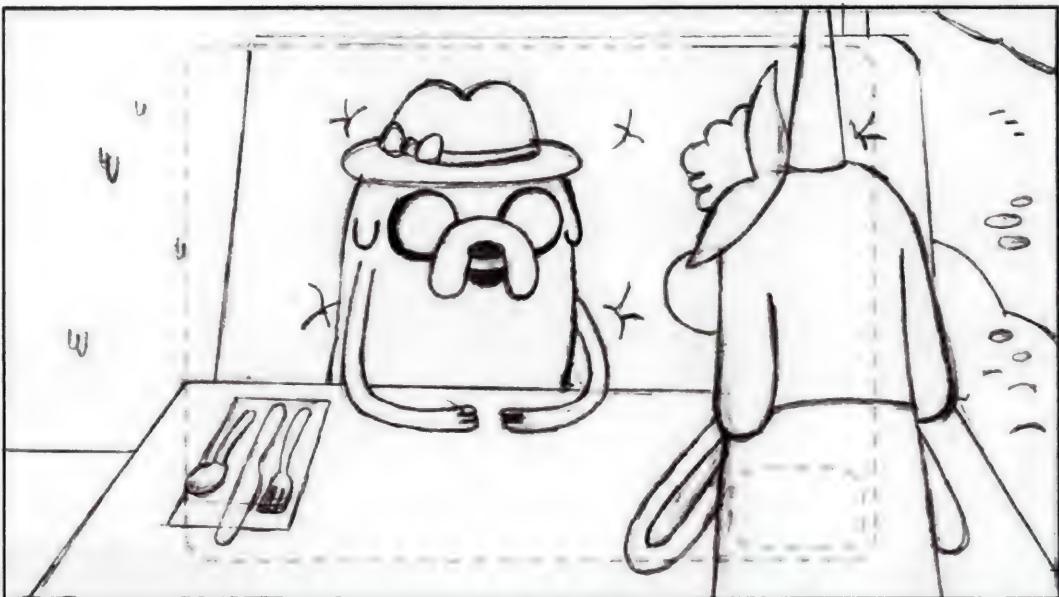
Page

Sc. 14

Pnl. A

Bg.

day night

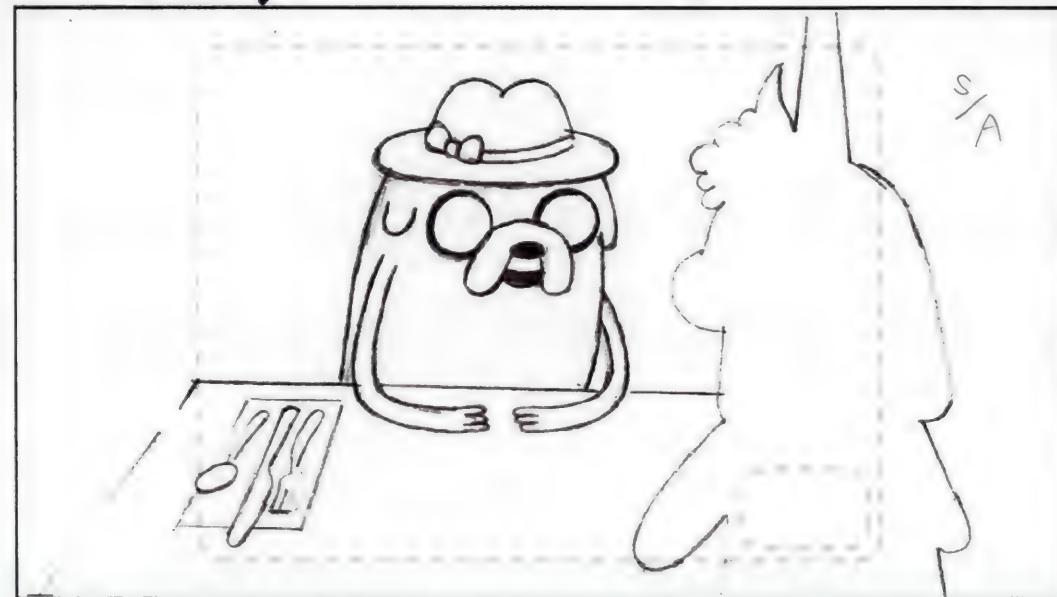


Sc. 14 *cont*

Pnl. B

Bg.

day night



**Dialog:** Jake: WELL I THINK --

Jake: -- that's great.

**Action:** Jake is happy to hear about Viola's audition.

JUN 09 2015

**Timing:**

Production :

1034/223

## ADVENTURE TIME



39

Page

Sc. 14 *cont*

Pnl. C

Bg.

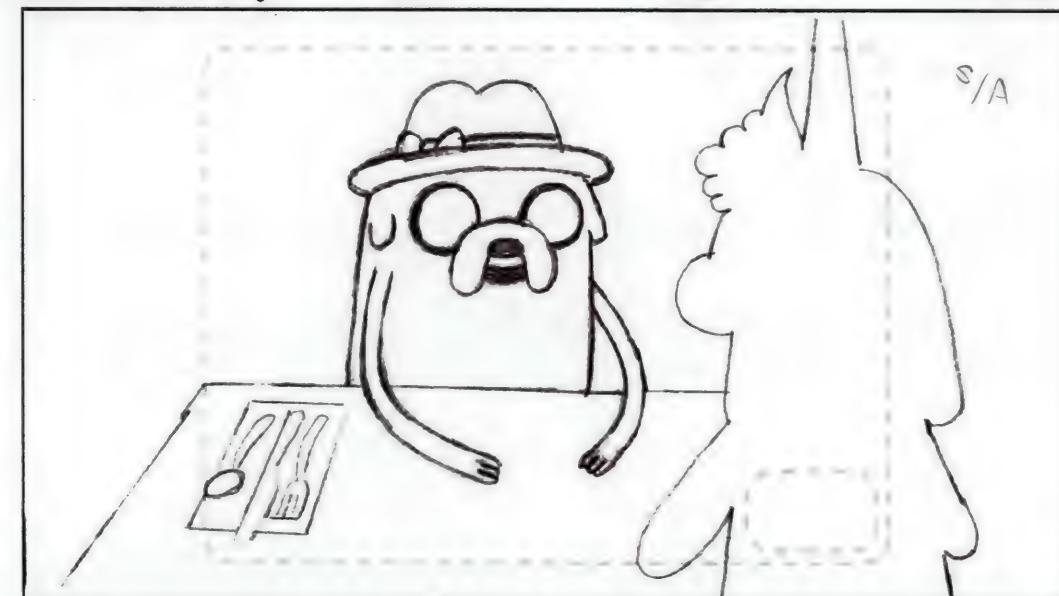
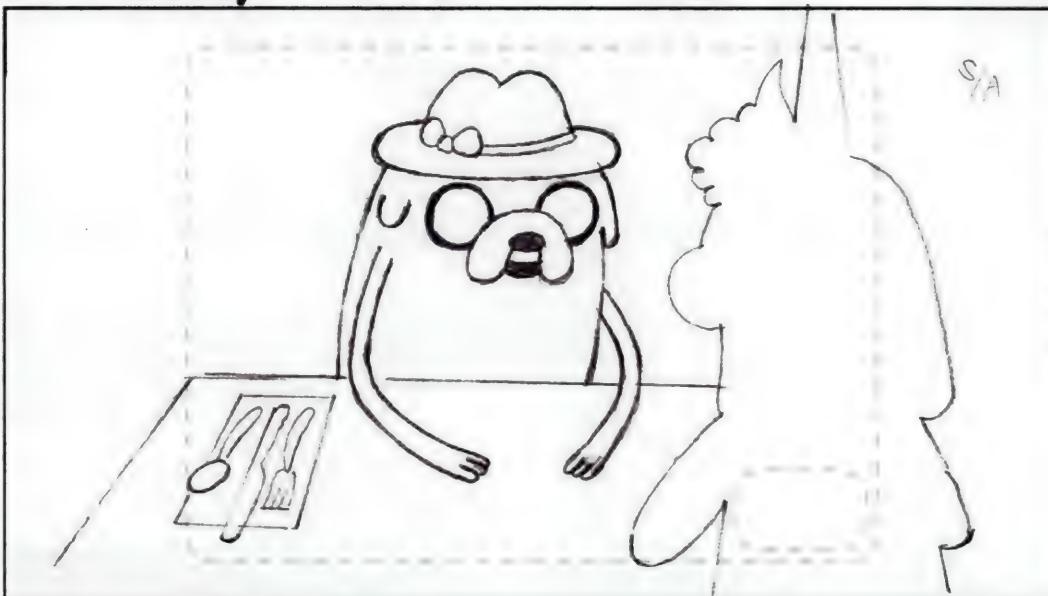
day night

Sc. 14 *cont*

Pnl. D

Bg.

day night



**Dialog:** Jake: Just great.

Jake: Seriously that's so -

**Action:**

JUN 09 2015

**Timing:**

Production :

EPISODE # 1034-223

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# ADVENTURE TIME



40

Page

Sc. 14 *CONT*

Pnl. E

Bg.

day night

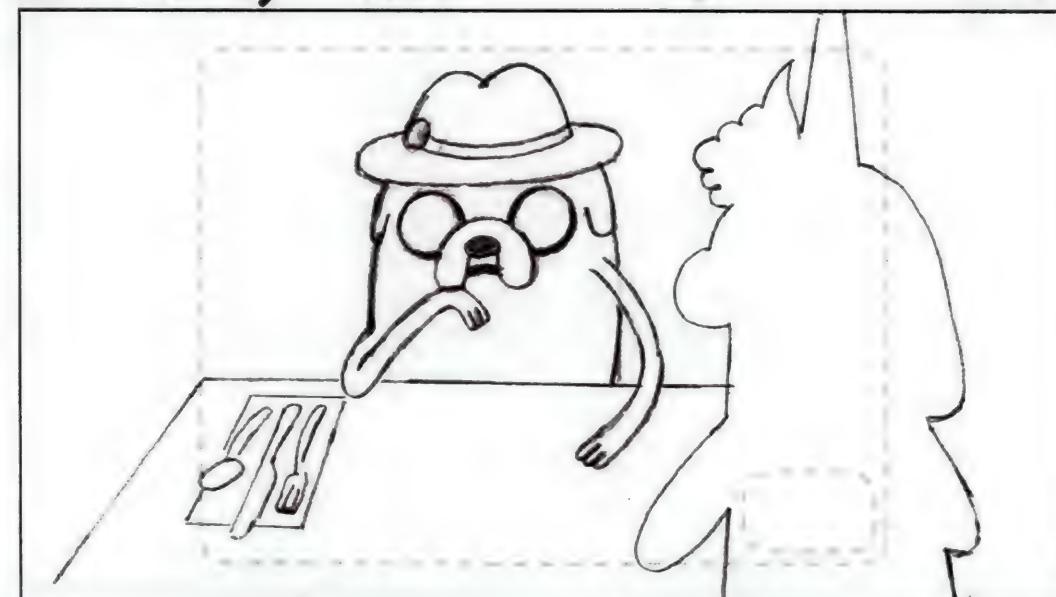
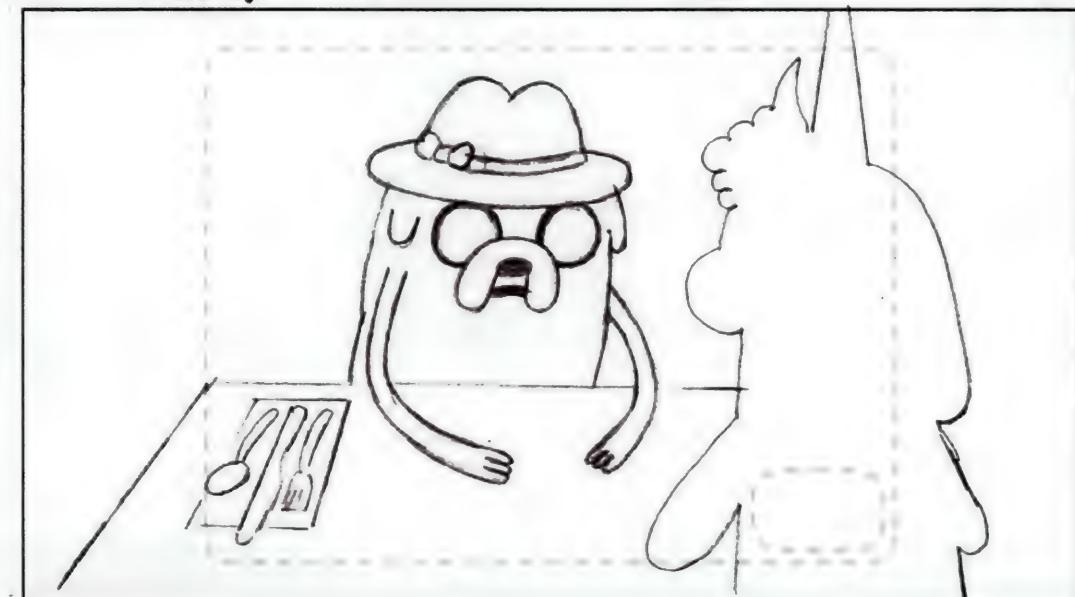
Sc. 14 *CONT*

Pnl. F

Bg.

day night

1034/223



**Dialog:** Jake: -- good to hear.

Jake: Sometimes, I wonder if maybe I--

**Action:** Now Jake has a nagging doubt about himself.

JUN 09 2015

**Timing:**

EPISODE # 1034-223

Production :

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1034/223

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# ADVENTURE TIME



Page 41

Sc. 14 *CONT*

Pnl. G

Bg.

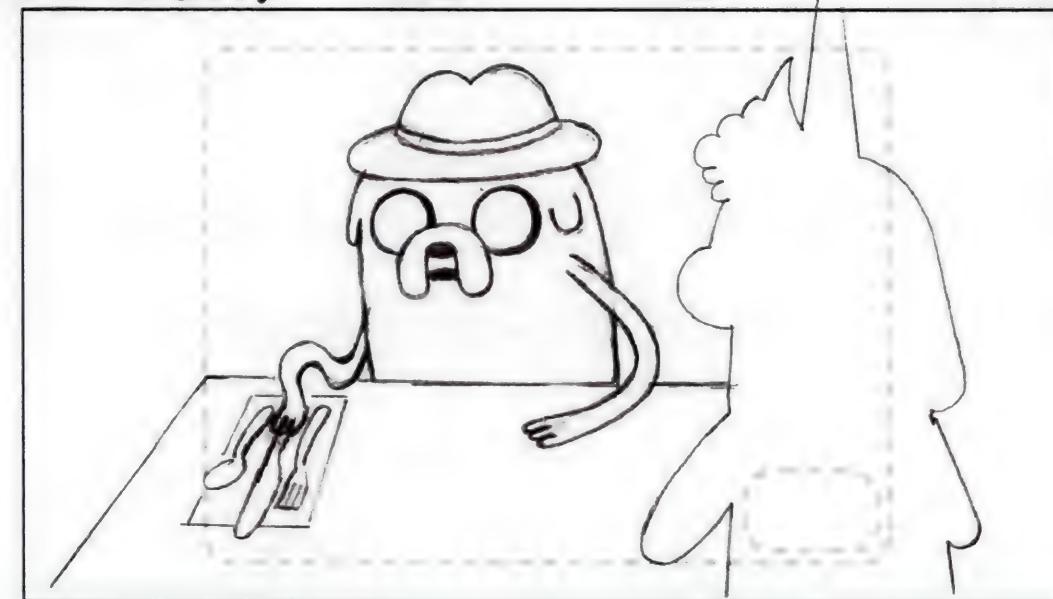
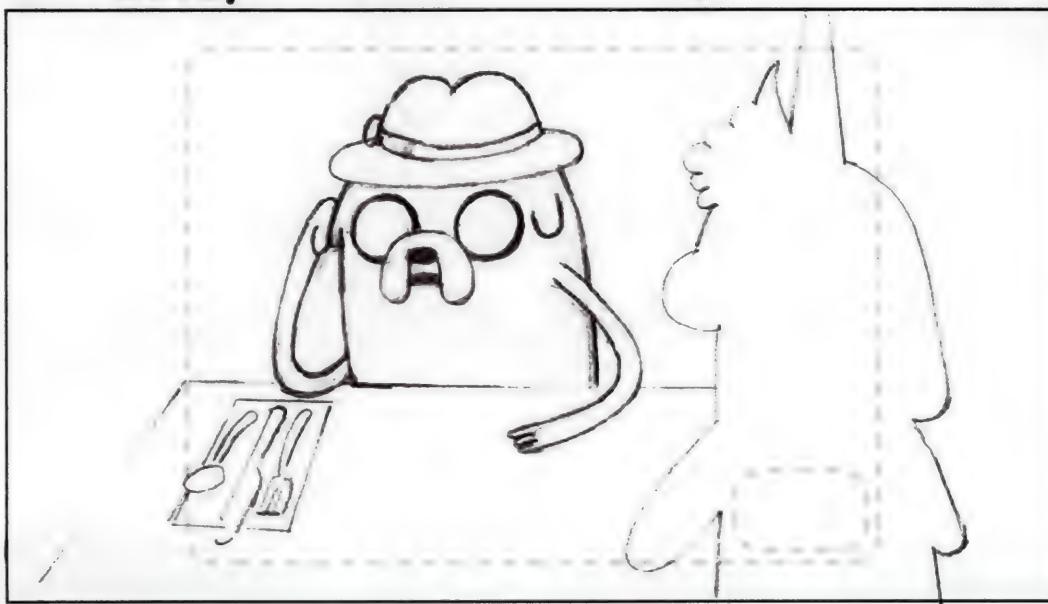
day night

Sc. 14 *CONT*

Pnl. H

Bg.

day night



**Dialog:**

Jake: --haven't been the best dad.

**Action:**

Absent-mindedly, Jake reaches for dinner knife, as he talks.

**Timing:**

JUN 09 2015

Production :

EPISODE # 1034-223

1034/223

## ADVENTURE TIME



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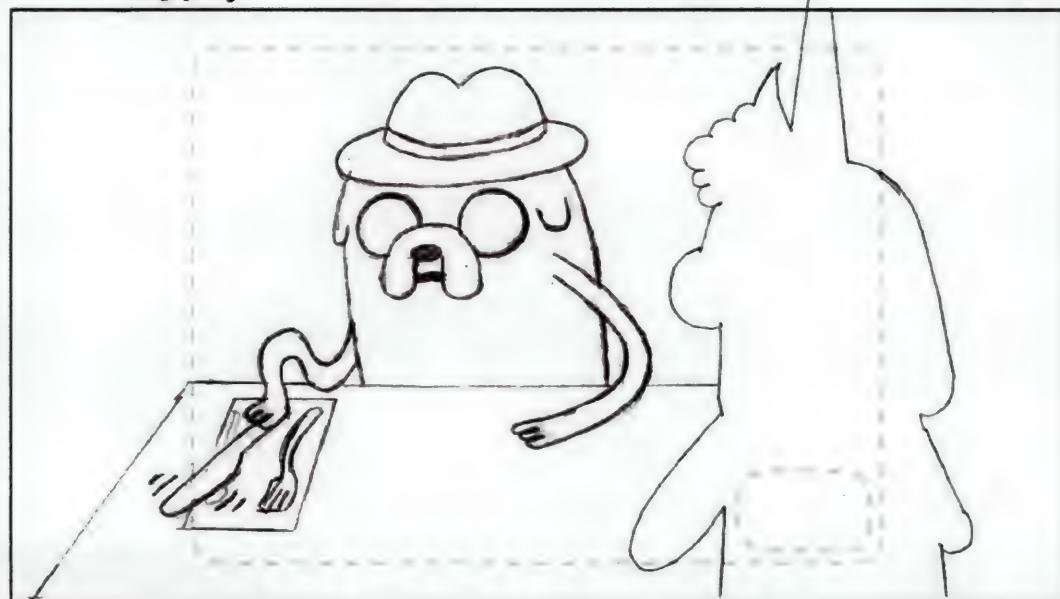
Page

Sc. 14 *cont*

Pnl. I

Bg.

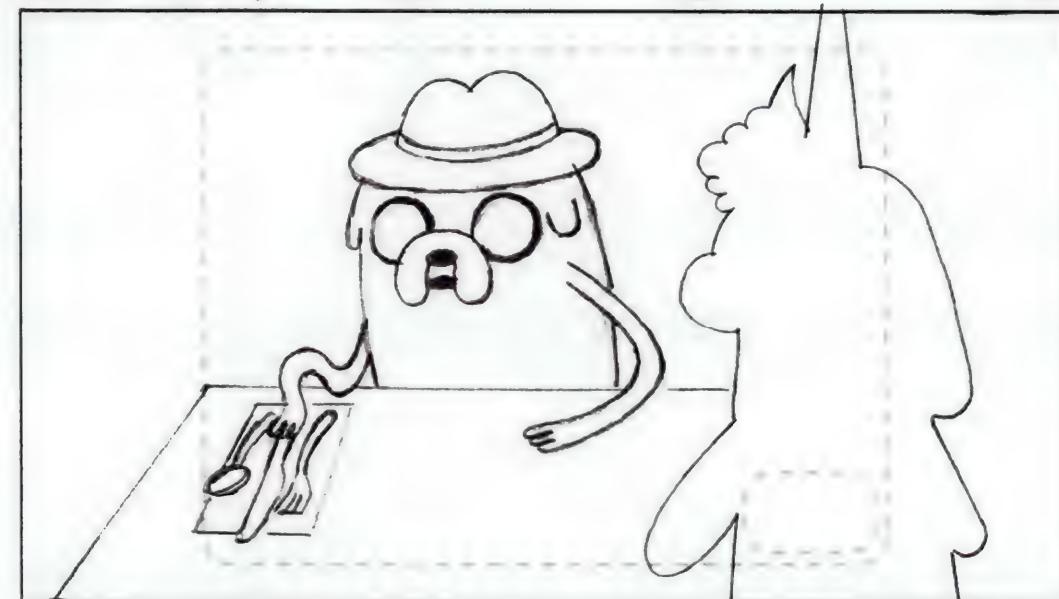
day night

Sc. 14 *cont*

Pnl. J

Bg.

day night

**Dialog:****Action:**

Jake toys with dinner knife, as he talks.

JUN 09 2015

**Timing:**

Production :

EPISODE # 1034-223

1034/223

# ADVENTURE TIME



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Page

Sc. 14 *cont*

Pnl. K

Bg.

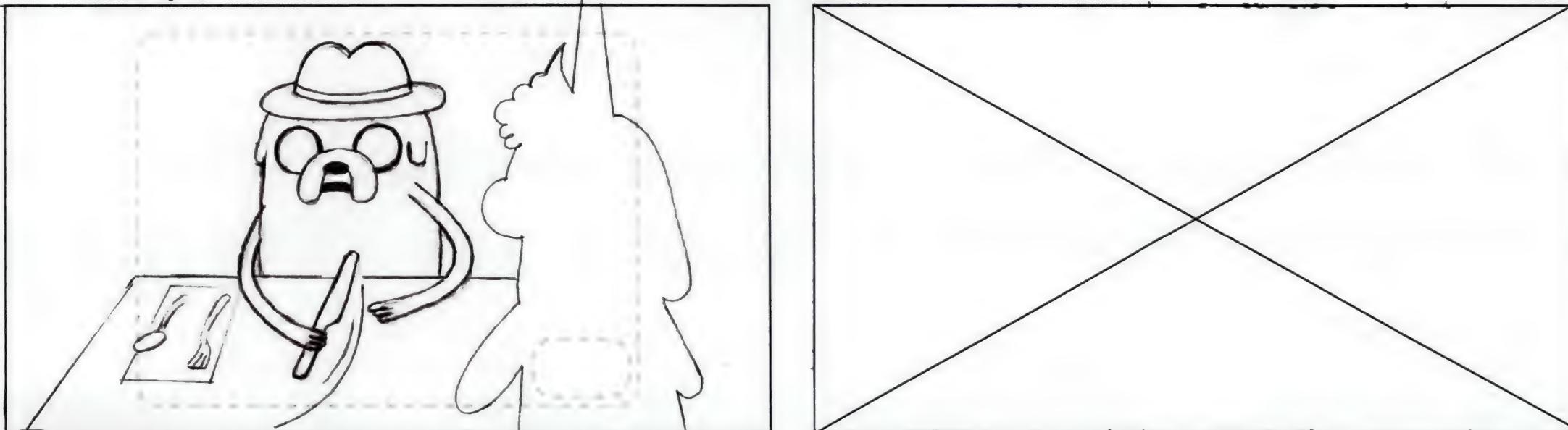
day night

Sc. OUT

Pnl.

Bg.

day night



<b>Dialog:</b>	Jake: -- I blew it.
<b>Action:</b>	<ul style="list-style-type: none"> <li>Absent-mindedly, Jake turns knife on himself. (He feels sub-conscious guilt about not being a good enough dad.)</li> </ul>
<b>Timing:</b>	<p>On Viola, a bit worried about Jake.</p> <p>JUN 09 2015</p>

1034-223

EPISODE #

Production :

1034/223

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# ADVENTURE TIME



Page 44

Sc. 14 *cont*

Pnl. L

Bg.

day night

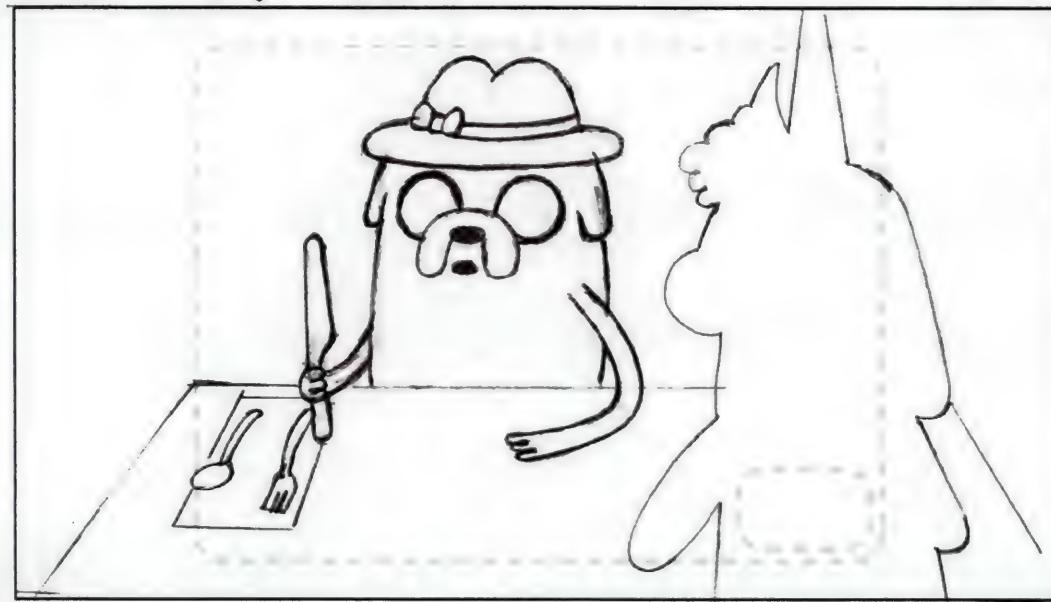
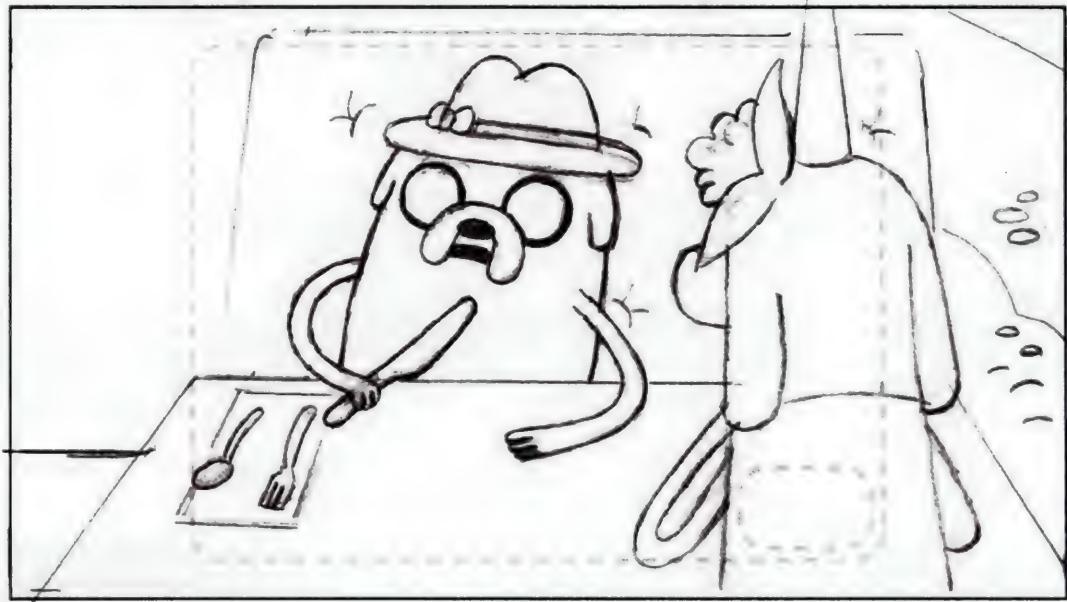
Sc. 14 *cont*

Pnl. M

Bg.

day night

*Sc. 14 cont*



Dialog:

Jake: But--

Action: Cut back to Jake, revealing him in a kind of trance (overcome by guilt).

- Jake snaps out of trance-like state.
- JAKE BOBS BUTTERKNIFE.

JUN 09 2015

Timing:

Production :

EPISODE # 1034-223

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# ADVENTURE TIME



Page 45

Sc. 14 *cont*

Pnl. N

Bg.

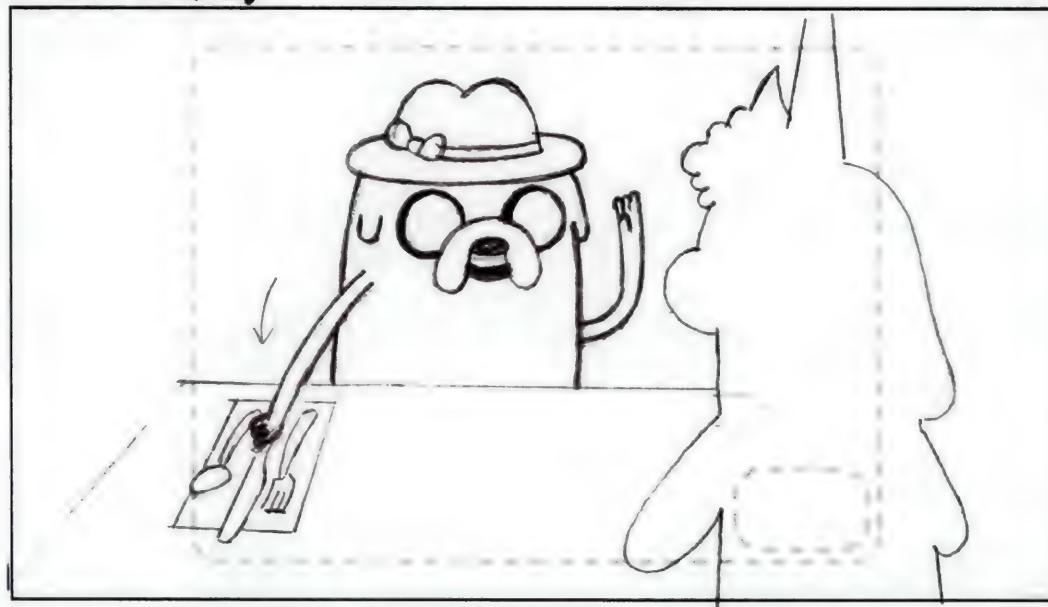
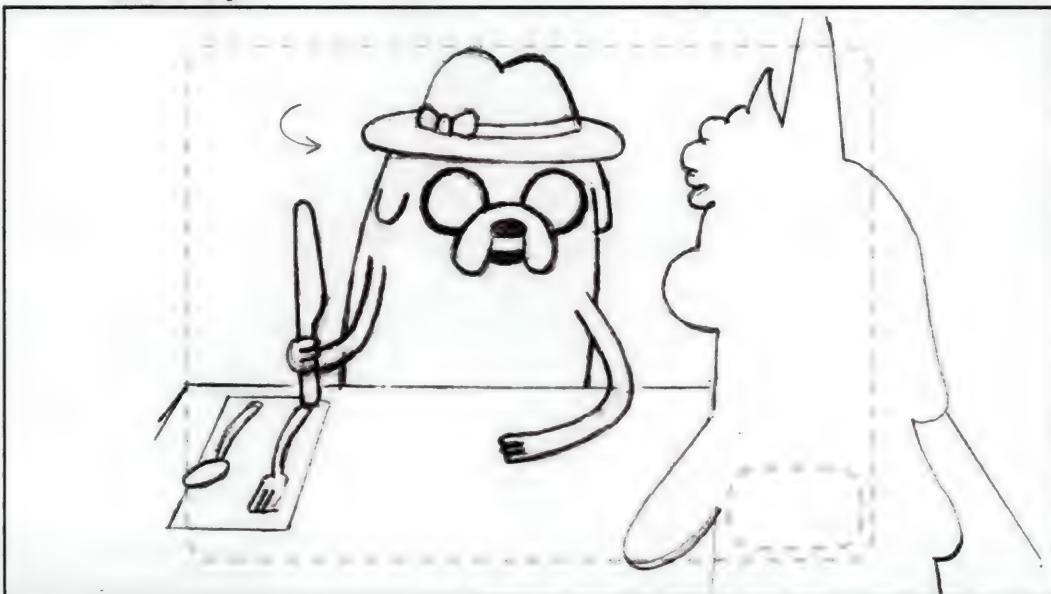
day night

Sc. 14 *cont*

Pnl. O

Bg.

day night



**Dialog:**

Jake: you getting that part ...

Jake: ... that makes my entire life seem worthwhile!

**Action:** Jake cheers up, thinking about Viola's success as an actress.

- J. PUTS DOWN BUTTERKNIFE.

**Timing:**

JUN 09 2015

Production :

# ADVENTURE TIME



No Scs. 15-16

Page 46

1034-223

EPISODE #

1034/223

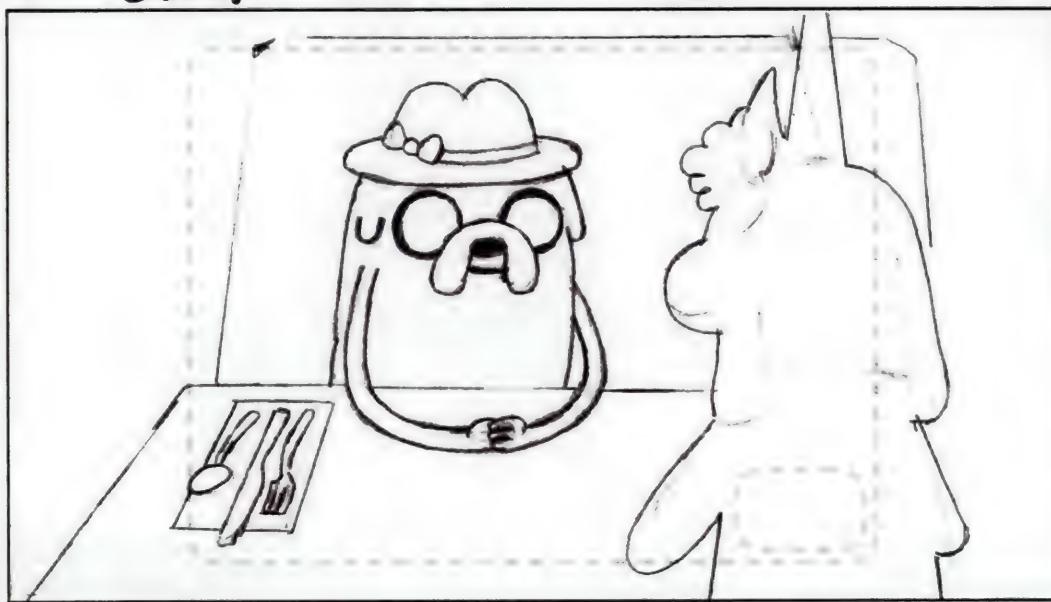
1034/223

Sc. 14 *cont*

Pnl. P

Bg.

day night

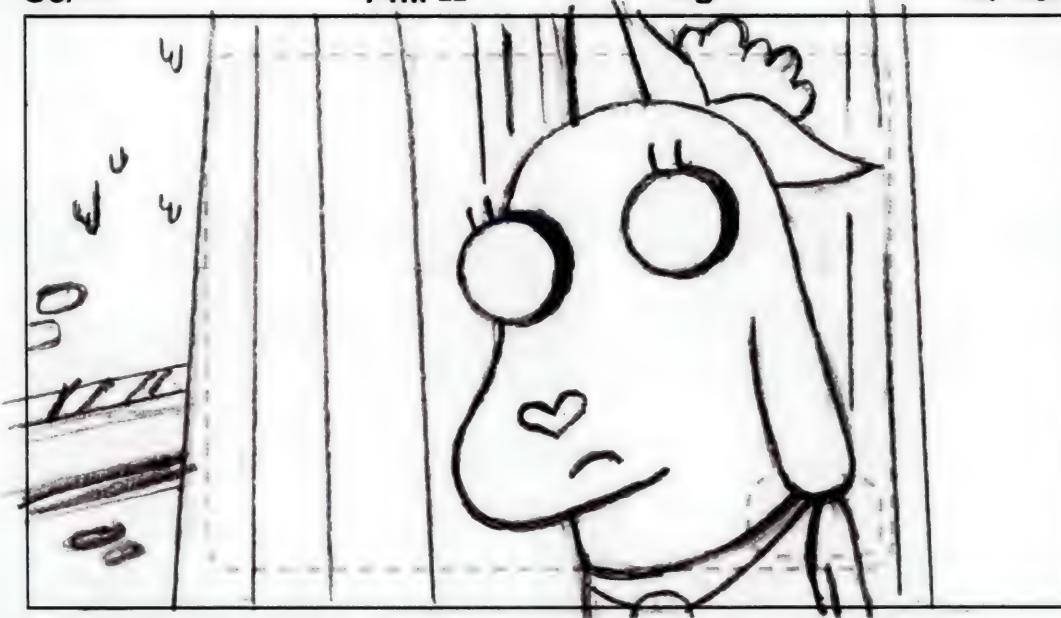


Sc. 17

Pnl. A

Bg.

day night



**Dialog:**

**Action:**

Settle Jake, contented and happy.

On Viola, worried about Jake's fragile mental health.

JUN 09 2015

**Timing:**

Production :

1034/223

1034/223

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# ADVENTURE TIME



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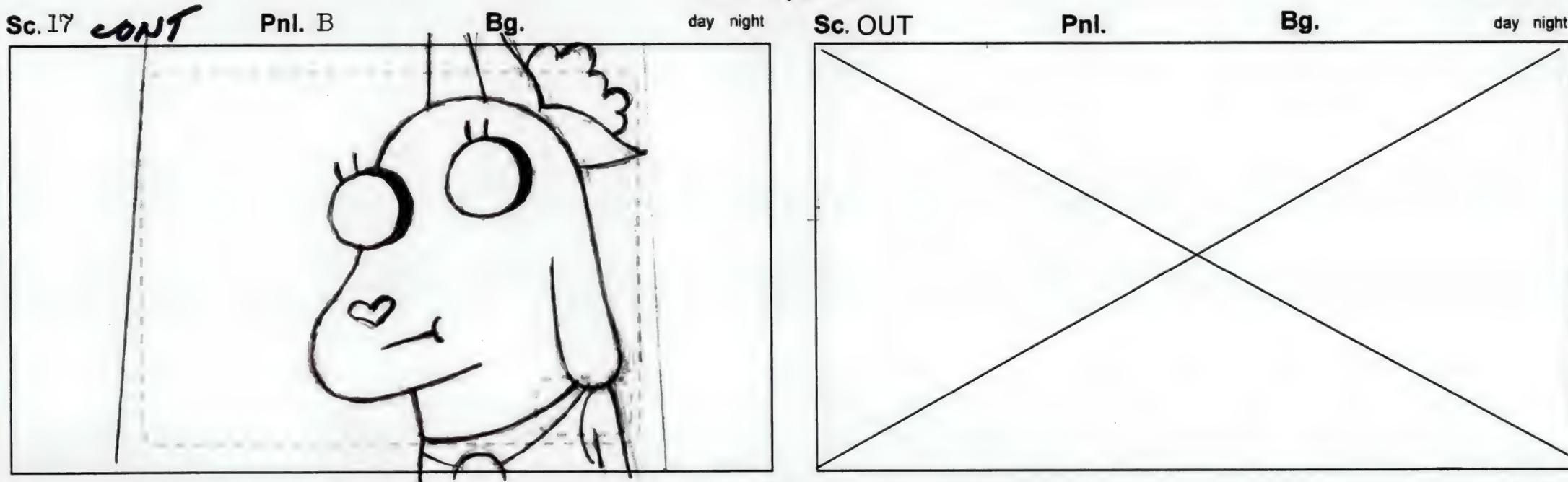
1034-223

EPISODE #

1034/223

Production :

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**Dialog:** Viola: Hmm.

**Action:** - Viola decides to continue her white lie (of being a successful actress) so Jake will feel good.

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**Timing:**

1034/223

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# ADVENTURE TIME



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Page

Sc. 18

Pnl.A

Bg.

day night



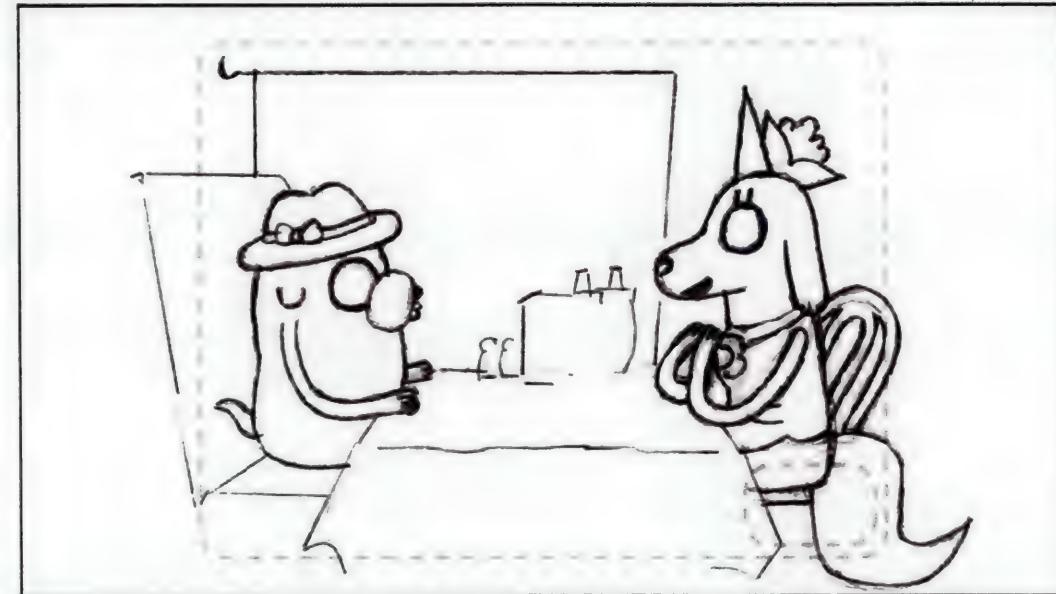
Sc. 18

cont

Pnl. B

Bg.

day night



Dialog:

Jake: You're great, kid!

Viola: Aww -- you're great, Dad.

SFX: Brrrrr. [Cell phone]

Action:

Jake gestures enthusiastically, proud of Viola.

JUN 09 2011

Timing:

Production :

EPISODE # 1034-223

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## ADVENTURE TIME



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Page

Sc. 18 *cont*

Pnl. C

Bg.

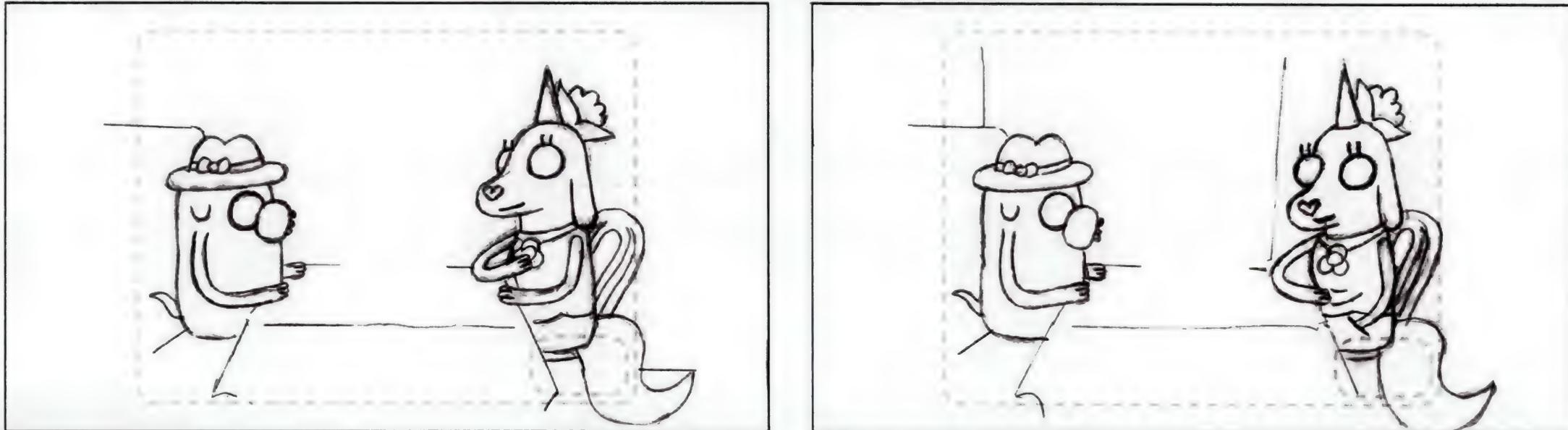
day night

Sc. 18 *cont*

Pnl. D

Bg.

day night

**Dialog:****Action:** Viola reaches for her cell phone.

cont. Viola reaches for her cell phone.

(Maybe she has a hip pocket in her skirt.)

JUN 09 2015

**Timing:**

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# ADVENTURE TIME



Page 50

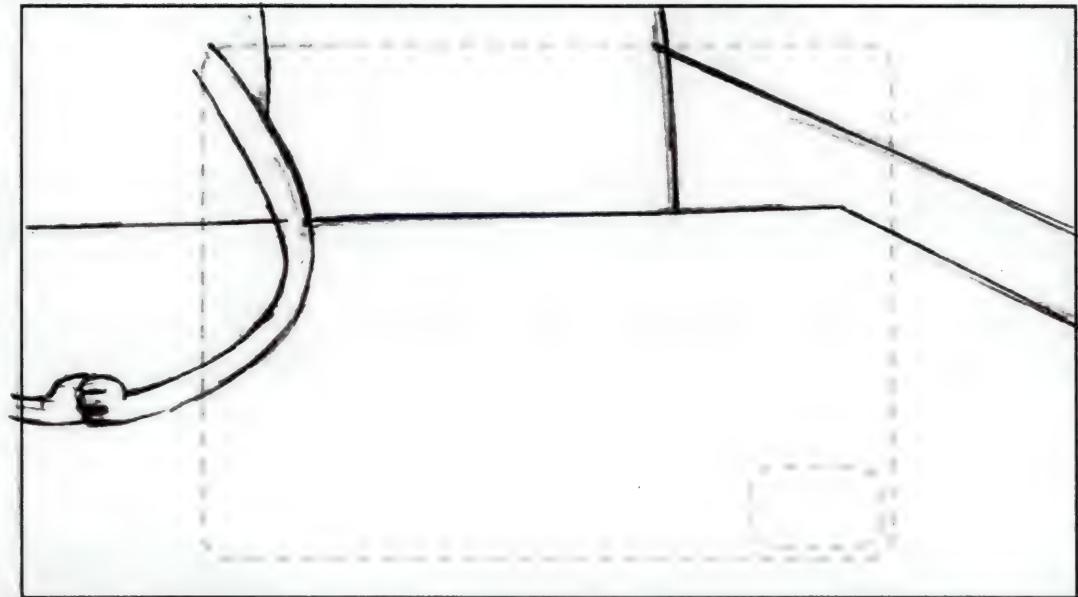
1034/223

Sc. 19

Pnl. A

Bg.

day night



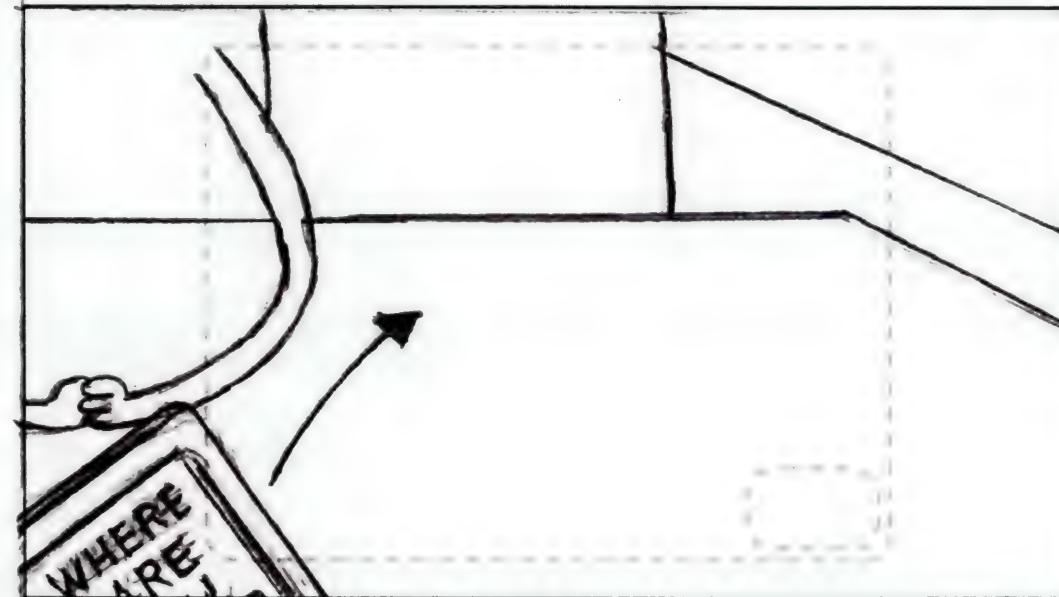
Sc. 19

*CONT*

Pnl. B

Bg.

day night



Dialog:

Action:

On table top,

Viola lifts cell phone into view.

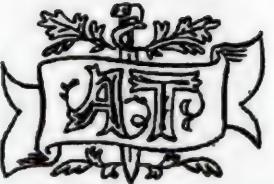
JUN 09 2014

Timing:

Production :

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# ADVENTURE TIME



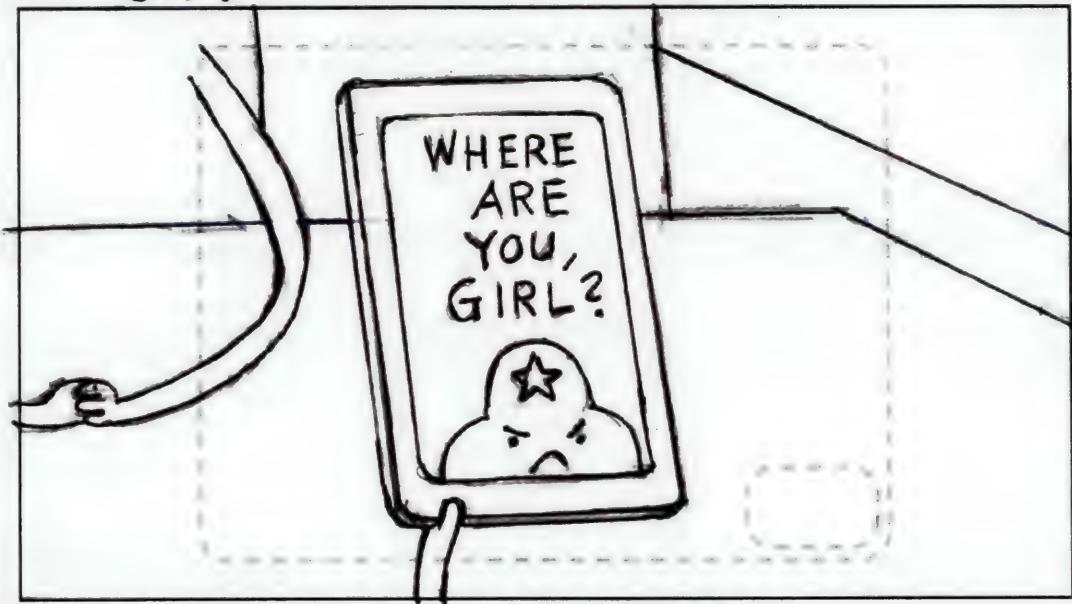
Page 51

Sc. 19 *cont*

Pnl. C

Bg.

day night

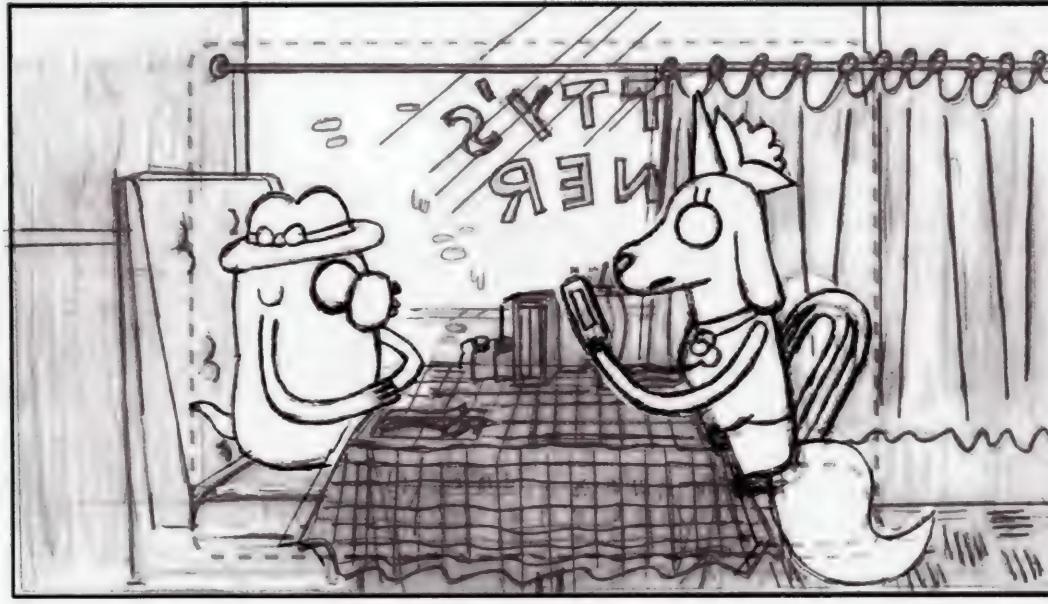


Sc. 20

Pnl. A

Bg.

day night



**Dialog:**

VIOLA. DAD . . .

**Action:**

Settle cell phone. (Showing text message from LSP.)

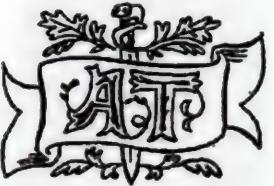
JUN 09 2015

**Timing:**

Production :

1034/223

# ADVENTURE TIME



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Page

Sc. 20 *cont*

Pnl. B

Bg.

day night

Sc. 20 *cont*

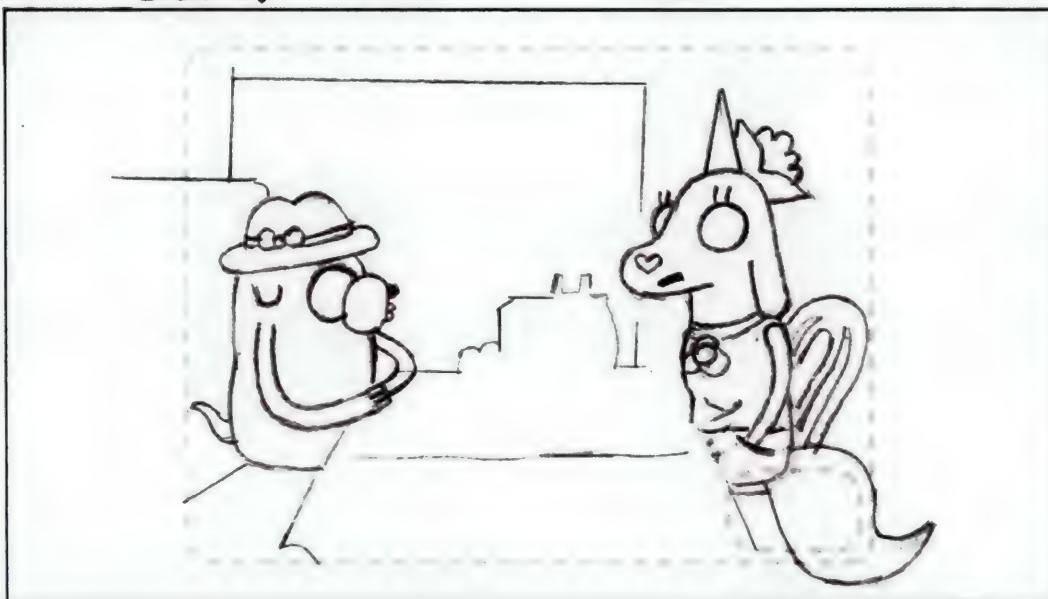
Pnl. C

Bg.

day night

1034/223

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**Dialog:**

Viola: I have to --

Viola: -- go.

**Action:**

Viola puts cell phone back into her... skirt pocket?  
Or something.

JUN 09 2015

**Timing:**

1034-223

EPISODE #

Production :

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# ADVENTURE TIME



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Page

Sc. 20 *cont* Pnl. D

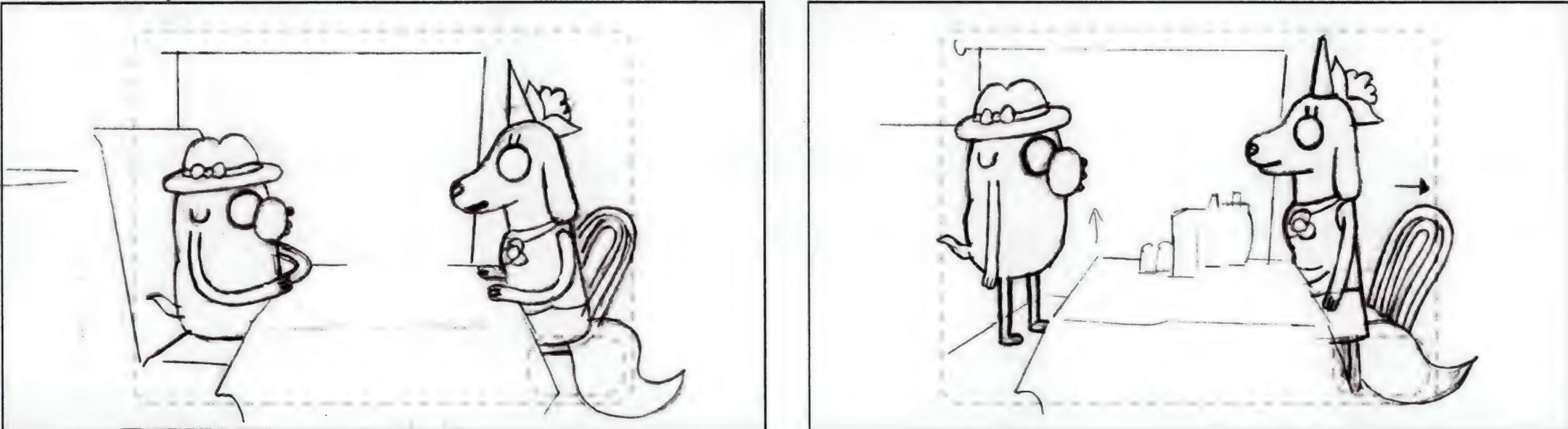
Bg.

day night

Sc. 20 *cont* Pnl. E

Bg.

day night



**Dialog:** Viola: I have a rehearsal.

SFX: Scrunch. [chair on floor]

Jake: That's cool.

**Action:** Antic. Viola standing up.

Viola stands up / pushes chair back.  
Jake stands up too.

JUN 09 2015

**Timing:**

Production :

1034-223

EPISODE #

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# ADVENTURE TIME



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Page \_\_\_\_\_

Sc. 20 *cont*

Pnl. F

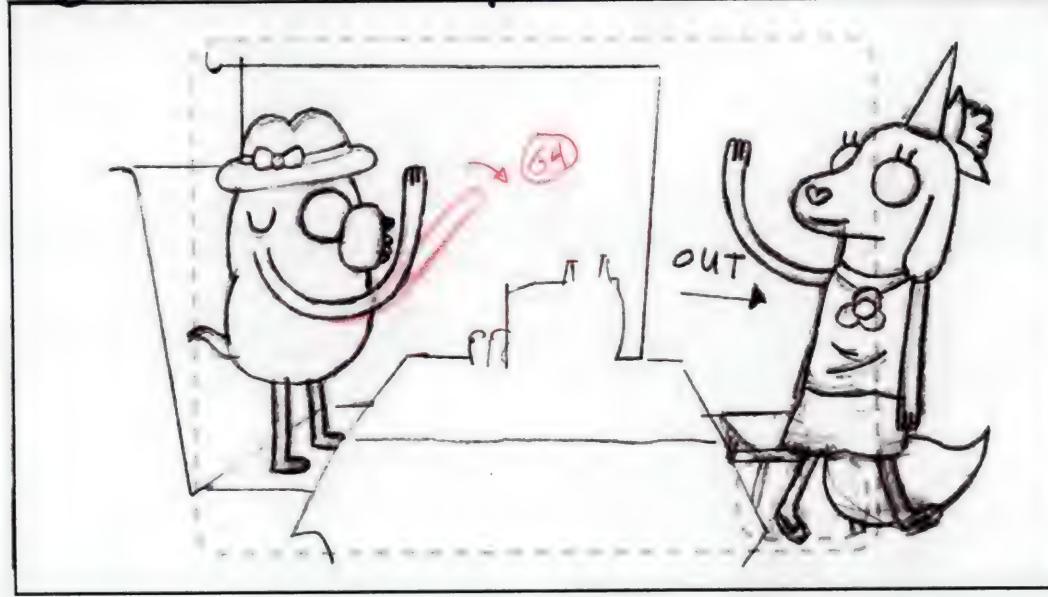
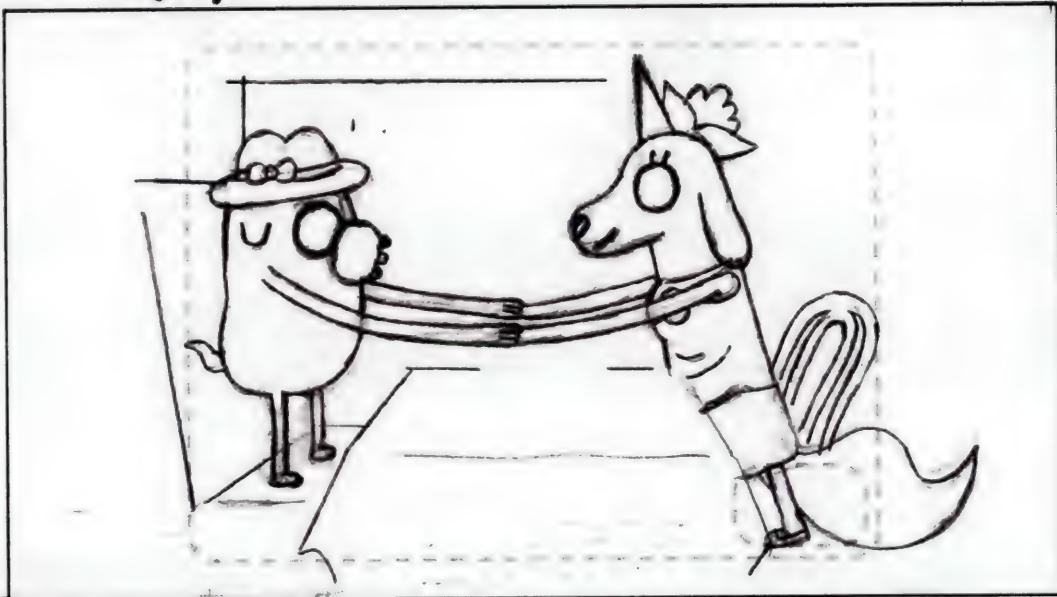
Bg.

day night

Sc. 20 *cont* Pnl. G

Bg.

day night



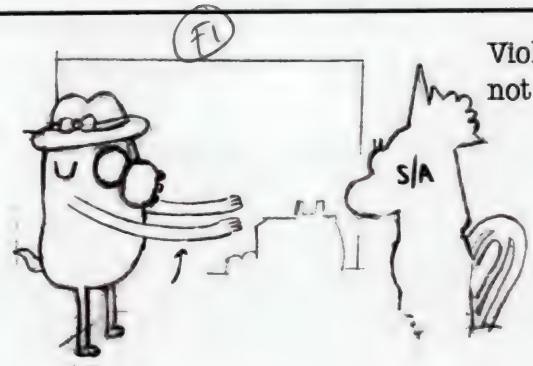
**Dialog:**

Jake: Go get 'em, kid.

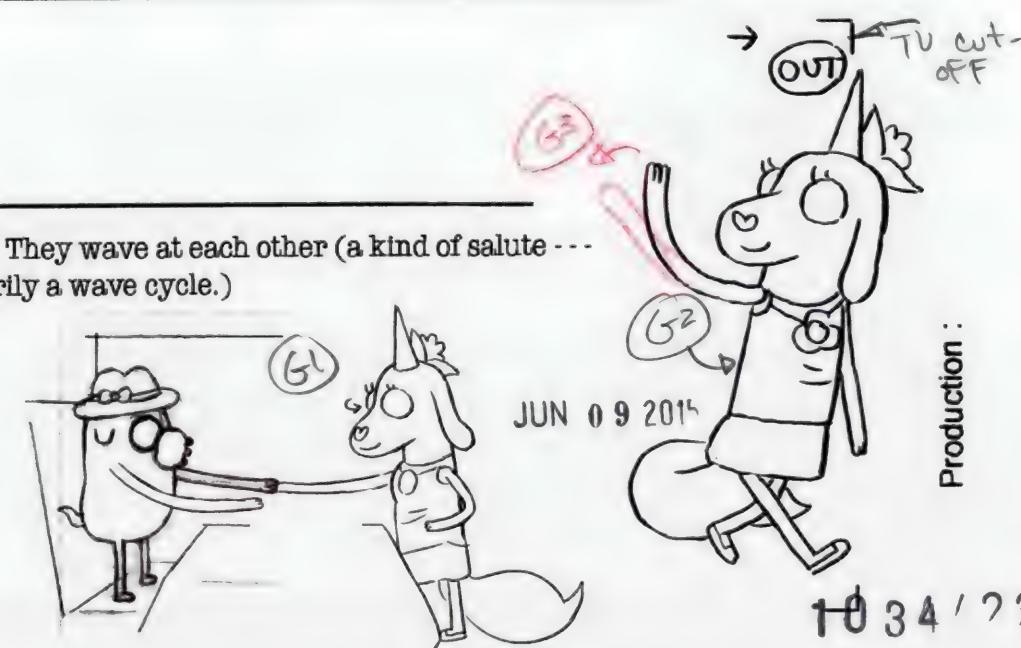
**Action:**

Jake and Viola clasp hands.

**Timing:**



Viola exits. They wave at each other (a kind of salute ---  
not necessarily a wave cycle.)



Production :

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EPISODE #

54

# ADVENTURE TIME



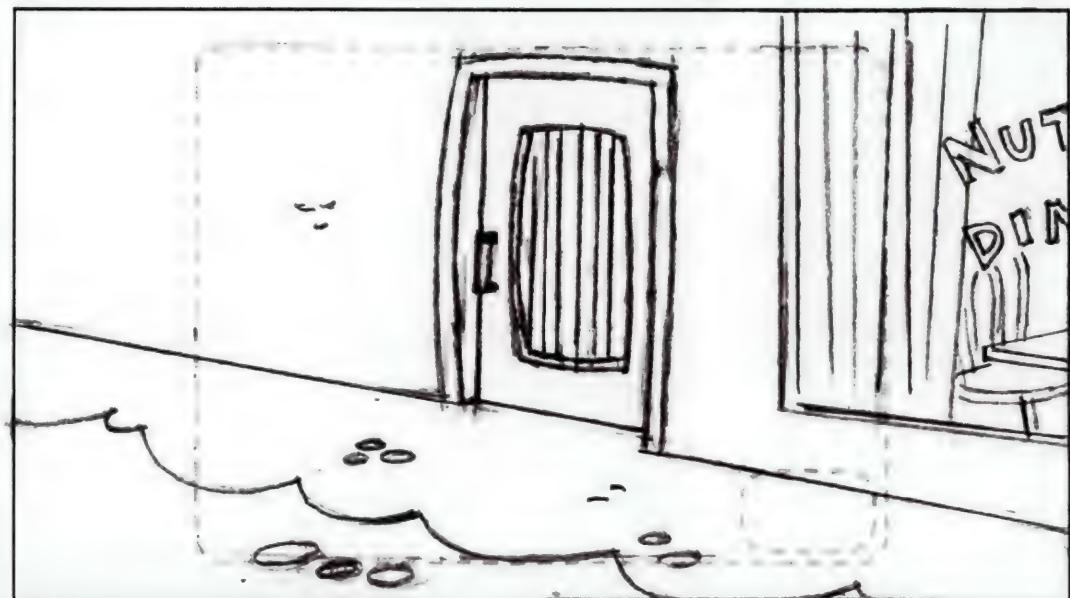
Page 55

Sc. 21

Pnl. A

Bg.

day night

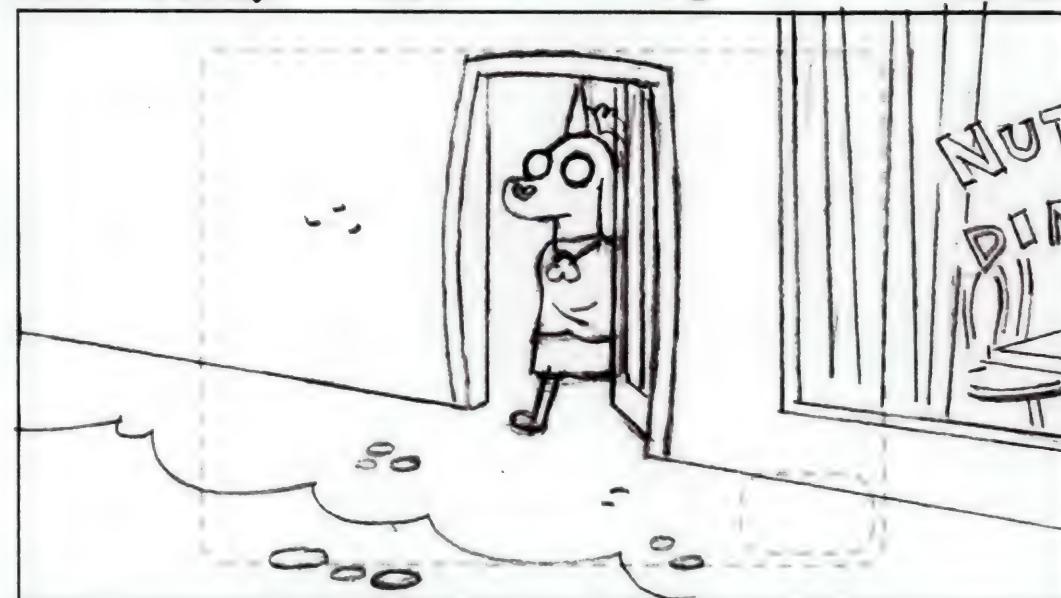


Sc. 21 *cont*

Pnl. B

Bg.

day night



**Dialog:**

**Action:**

On exterior, door of restaurant.

Viola exits restaurant.

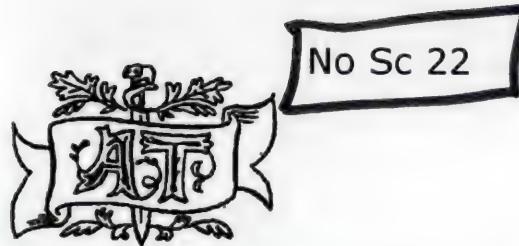
JUN 09 2012

**Timing:**

Production :

1034/223

# ADVENTURE TIME



~~Sc. 21 cont~~

Pnl. C

Bg.

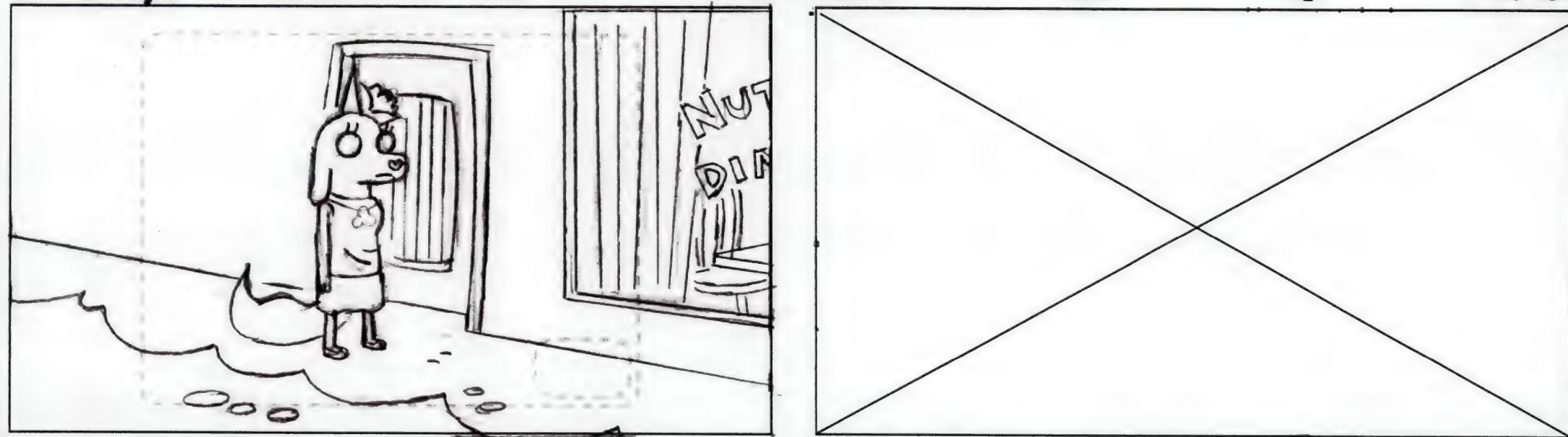
day night

Sc. OUT

Pnl.

Bg.

Page 56  
NO PGS 57-59  
day night



Dialog:

VIOLA : [SIGH]

Action:

Viola pauses for a second, feeling guilty about lying (about being a successful actress).

JUN 09 2015

Timing:

Production :

EPISODE # 1034-223

1034/223

# ADVENTURE TIME



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Page

1034/223

Sc. 23 Pnl. A Bg. day night

Sc. 23 ~~cont~~ Pnl. B Bg. day night

**Dialog:** Tree Trunks (O/S): I do hope that Nigel --

**Action:** Viola enters the lobby of the playhouse.

**Timing:**

SP

(A1)

JUN 09 2015

Production :

# ADVENTURE TIME



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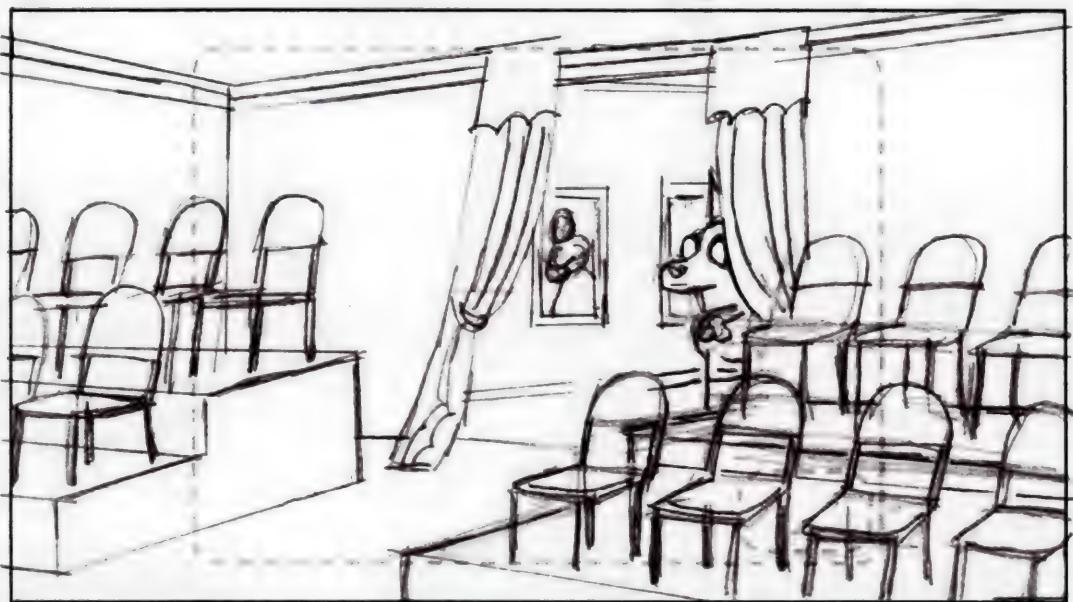
Page

Sc. 24

Pnl. A

Bg.

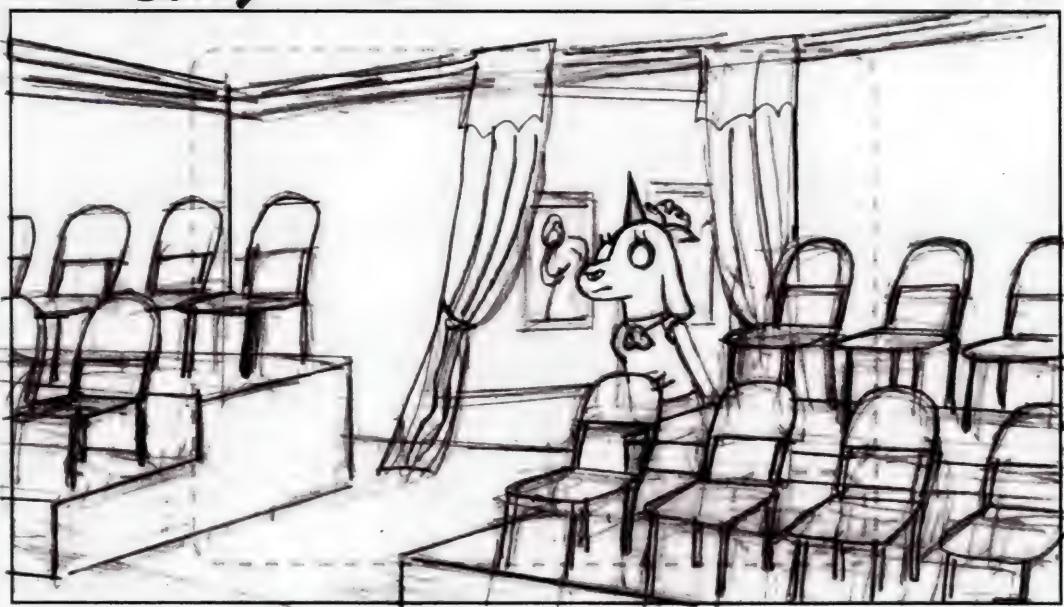
day night

Sc. 24 *cont*

Pnl. B

Bg.

day night



Dialog:

TT (O/S): -- At Chelmsyhead Station

Action:

Viola walks from the lobby to the seating area.  
She sees that a rehearsal is in progress.

JUN 09 2015

Timing:

Production :

1034-223

EPISODE #

1034/223

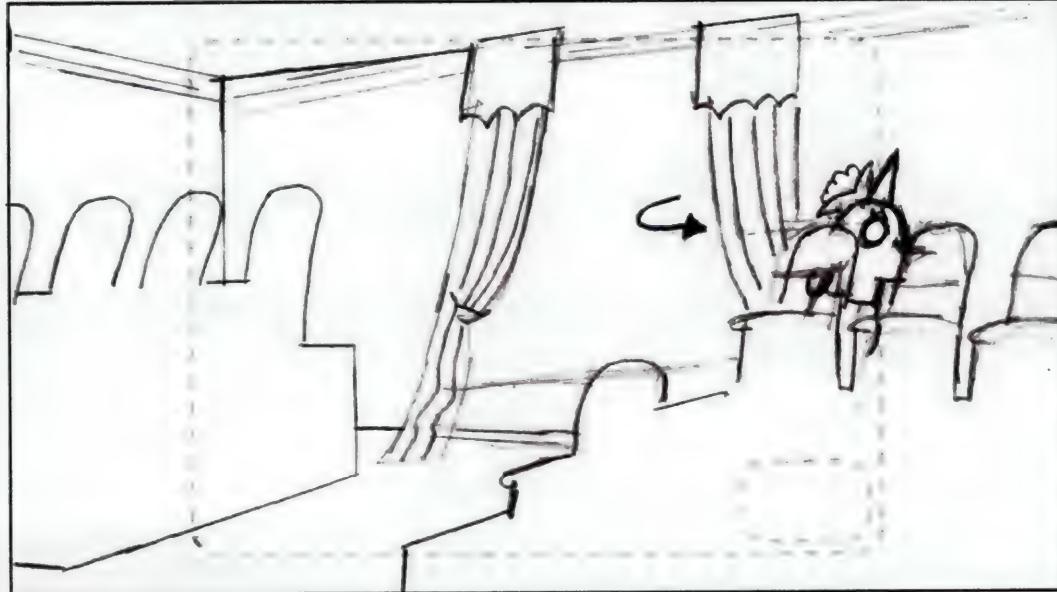
## ADVENTURE TIME

Page 62Sc. 24 ~~cont~~

Pnl. C

Bg.

day night

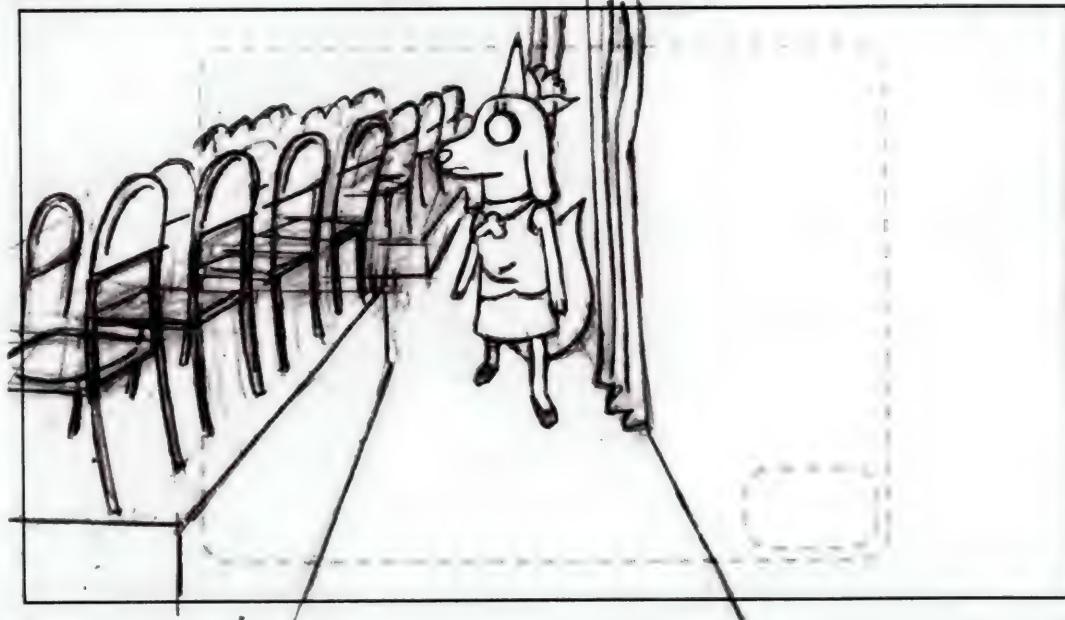


Sc. 25

Pnl. A

Bg.

day night



1034-223

EPISODE #

1034/223

Dialog:

TT (O/S): And there are never --

Action:

Viola begins to walk around the seating area, to go to the backstage area unobtrusively.

Viola walks behind the seating area, quietly.

JUN 09 2015

Timing:

Production :

1034/223

## ADVENTURE TIME



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Page

Sc. 25 cont

Pnl. B

Bg.

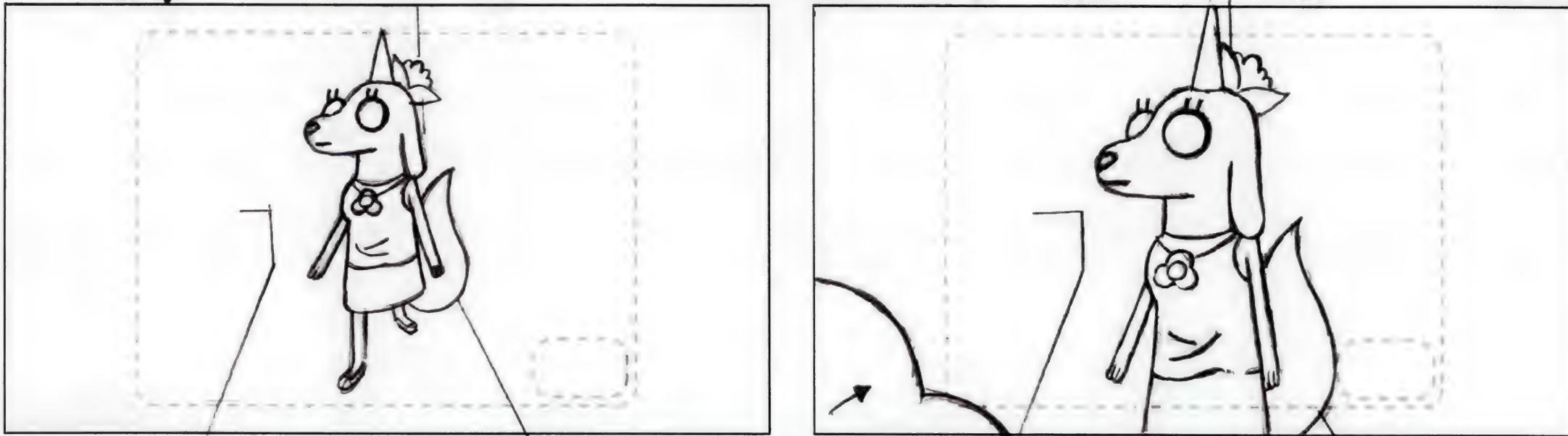
day night

Sc. 25 cont

Pnl.

Bg.

day night



## Dialog:

TT (O/S): -- any taxi cabs --

TT (O/S): -- to be found AT KEM WORTH .

## Action:

cont. Viola walking quietly.

(She is looking at the stage as she walks.)

LSP enters suddenly in FG.

JUN 09 2015

## Timing:

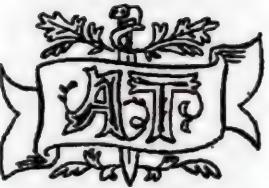
EPISODE #

Production :

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# ADVENTURE TIME



Page 64

Sc. 25 *cont*

Pnl. D

Bg.

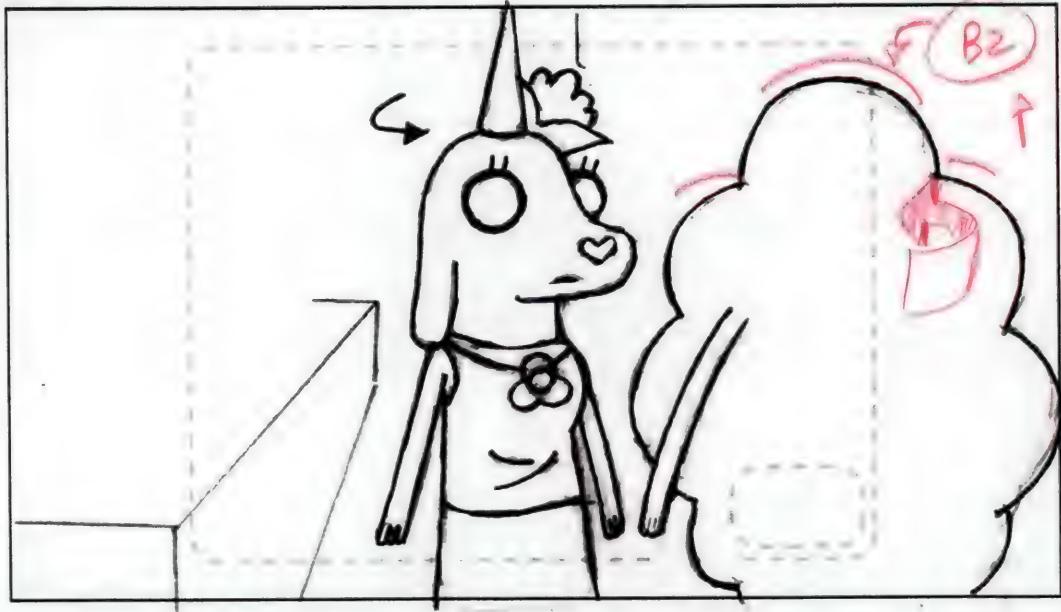
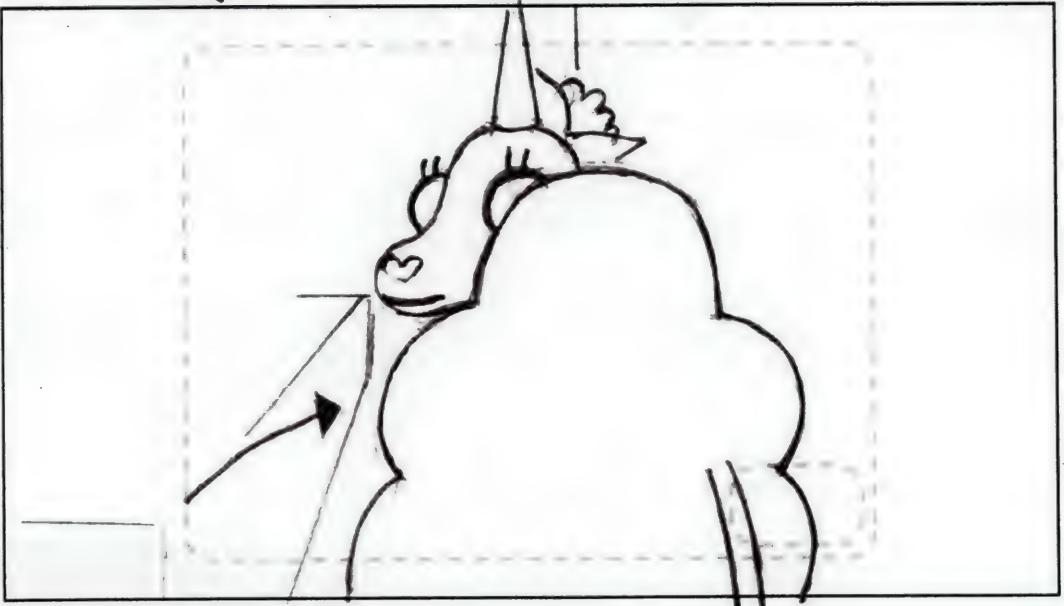
day night

Sc. 25 *cont*

Pnl. E

Bg.

day night



EPISODE #

1034-223

Production :

1034 / 223

Dialog:

LSP: What have I found here?!



Action:

— cont. LSP entering suddenly, in front of Viola.

JUN 09 2013

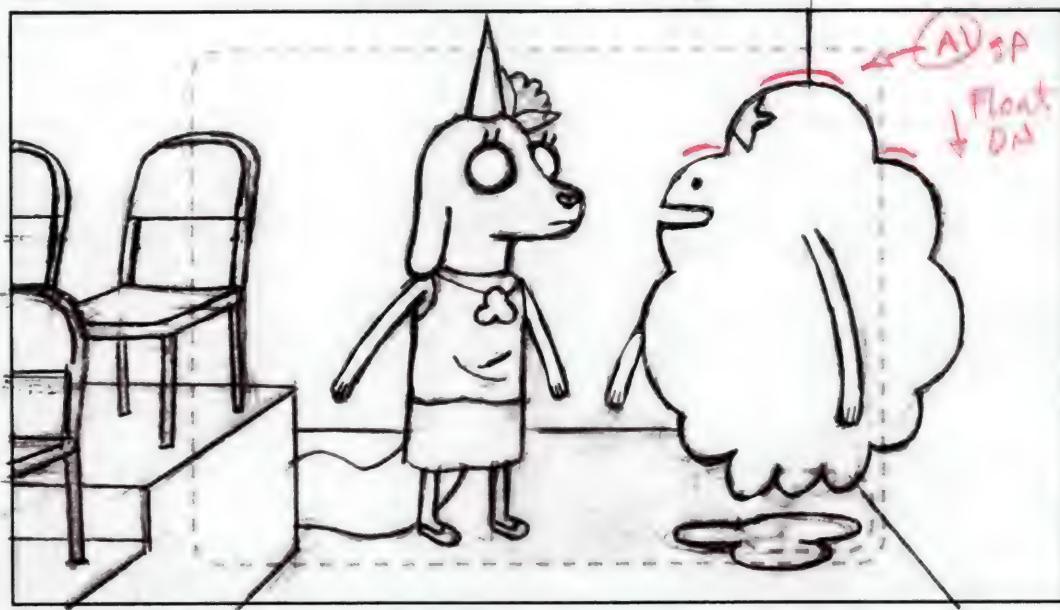
Timing:

1034 / 223

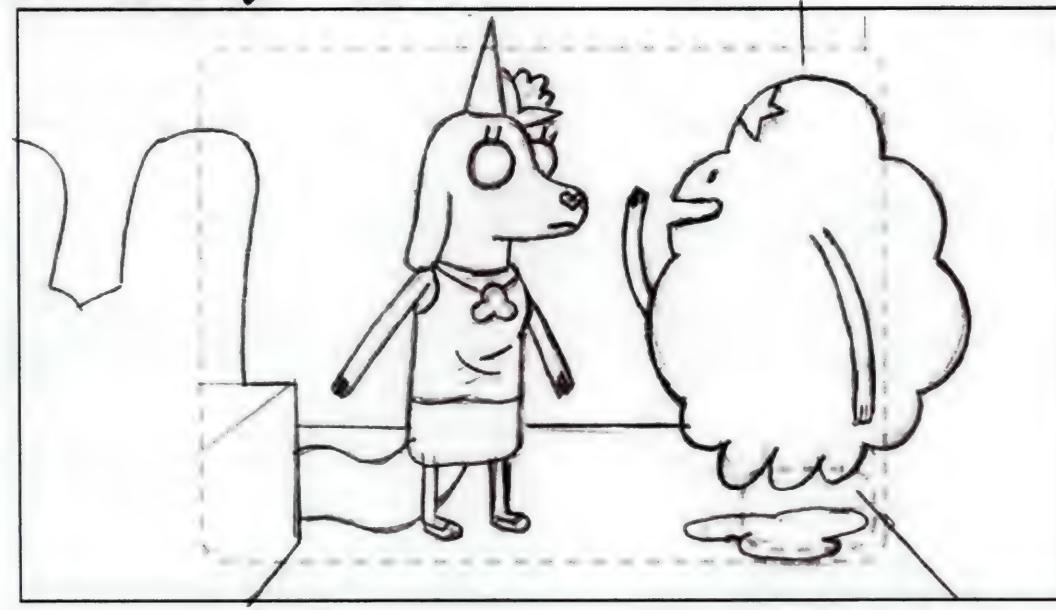
## ADVENTURE TIME

Page 65**Sc. 26****Pnl. A****Bg.**

day night

**Sc. 26 cont****Pnl. B****Bg.**

day night

**Dialog:**

LSP: Is it a little mouse?

**Action:**

Wider on Viola and LSP.

JUN 09 2015

**Timing:**

Production :

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1034/223

# ADVENTURE TIME



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Page

Sc. 26 *cont*

Pnl. C

Bg.

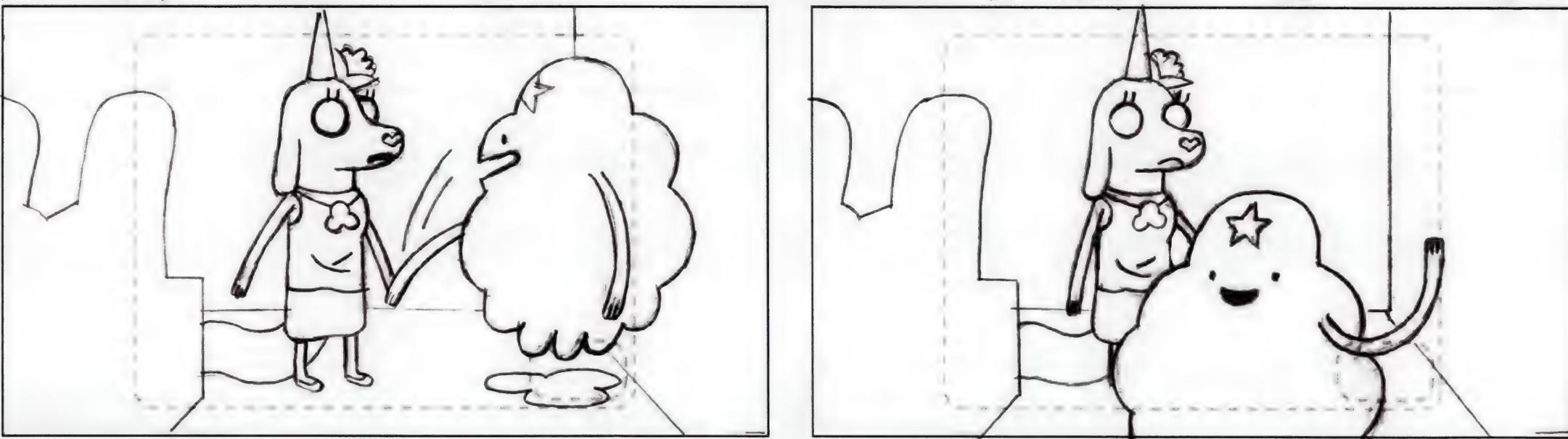
day night

Sc. 26 *cont*

Pnl. D

Bg.

day night



**Dialog:**

LSP: [GASP]

**Action:**

LSP grabs Viola's hand.

LSP drags Viola toward the theater stage.

JUN 09 2015

**Timing:**

Production :

1034/223

# ADVENTURE TIME



Page 67

**Sc. 26** *cont*

Pnl. E

Bg.

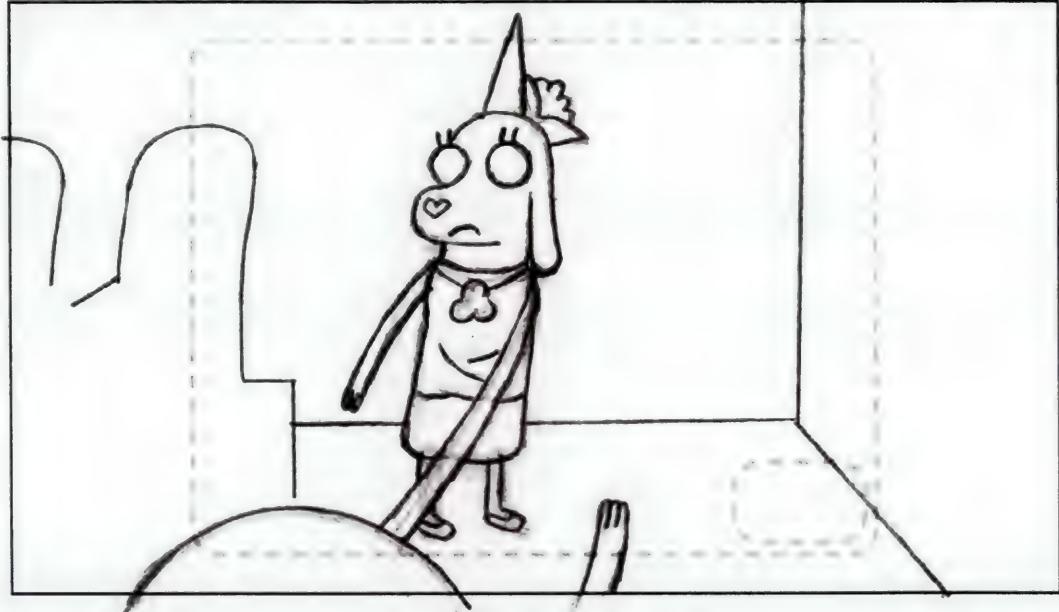
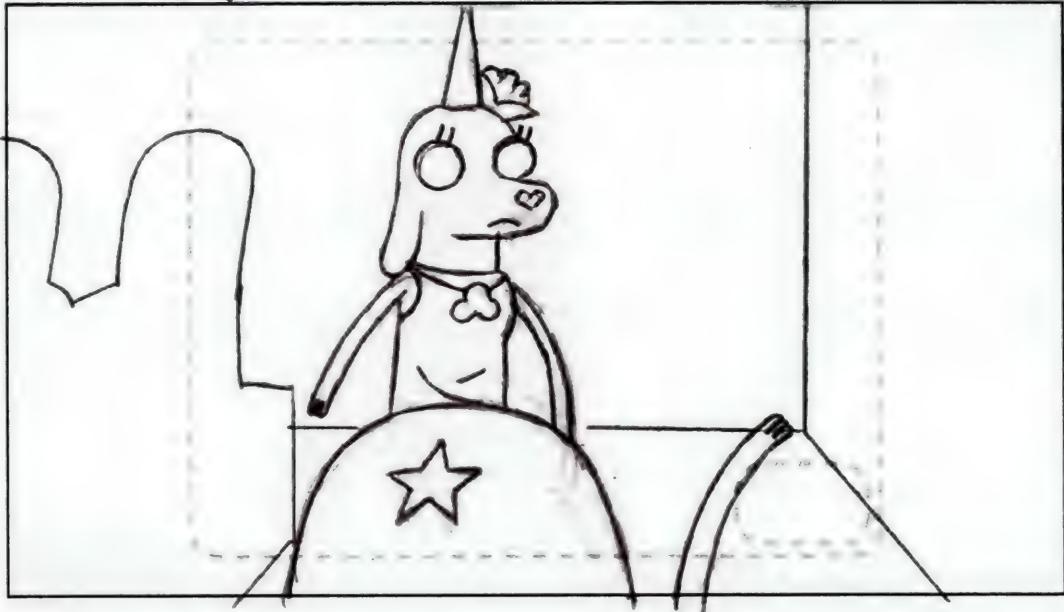
day night

**Sc. 26** *cont*

Pnl. F

Bg.

day night



**Dialog:**

**Action:**

- cont. LSP drags Viola toward the theater stage.

JUN 09 2015

**Timing:**

Production :

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Page

Sc. 26 cont

Pnl. G

Bg.

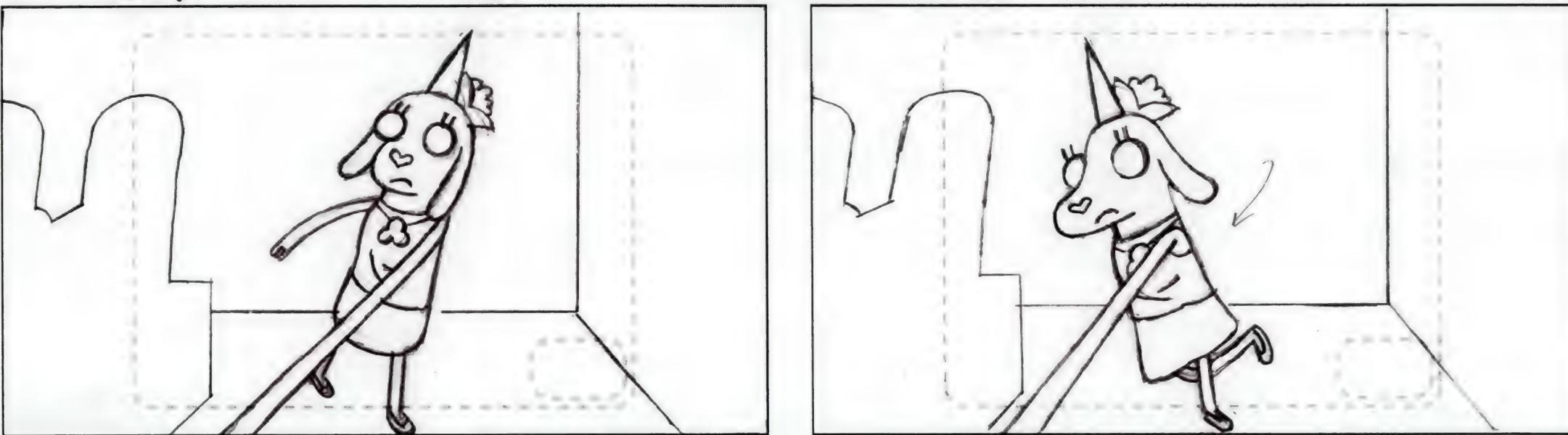
day night

Sc. 26 cont

Pnl. H

Bg.

day night



Dialog:

Action:

cont. LSP drags Viola toward the theater stage.

JUN 09 2015

Timing:

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Page \_\_\_\_\_

Sc. 26 *cont*

Pnl. I

Bg.

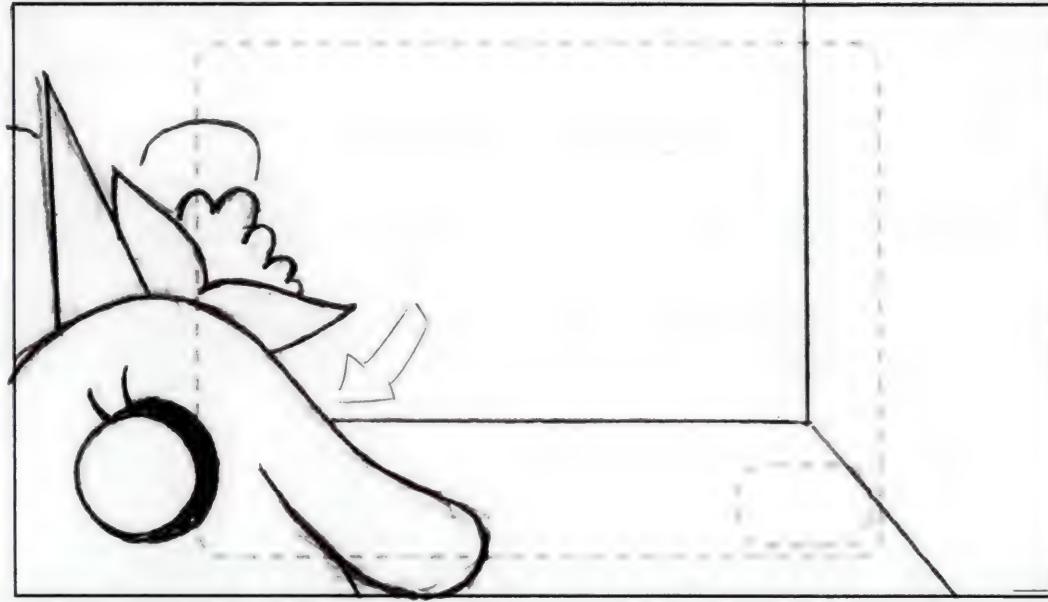
day night

Sc. 26 *cont*

Pnl. J

Bg.

day night



Dialog:

LSP: PEOPLE!

Action:

Viola is dragged off-screen.

JUN 09 2015

Timing:

Production :

# ADVENTURE TIME



70

Page

Sc. 26 *cont*

Pnl. K

Bg.

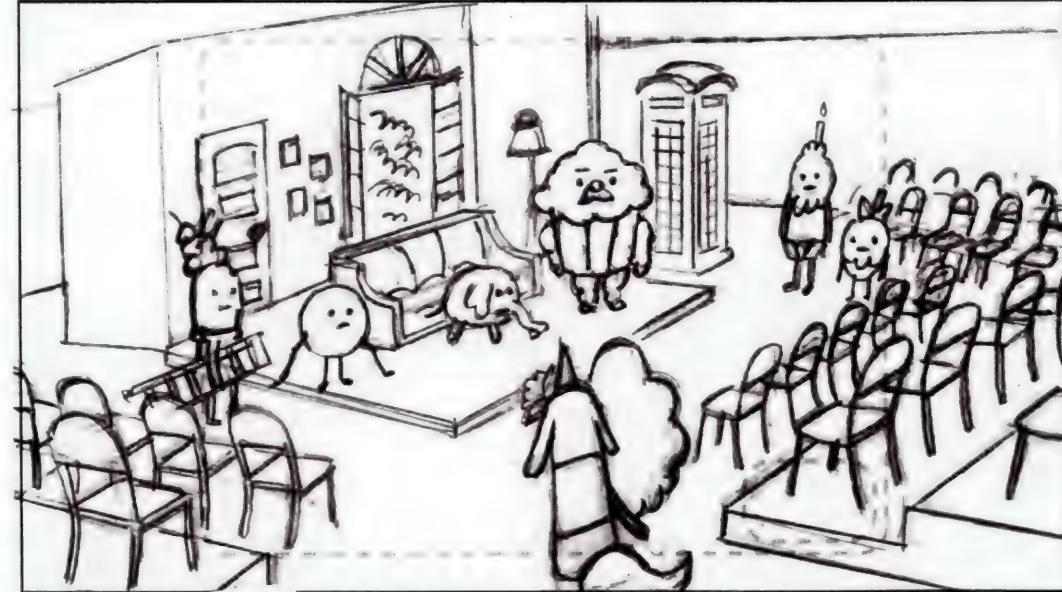
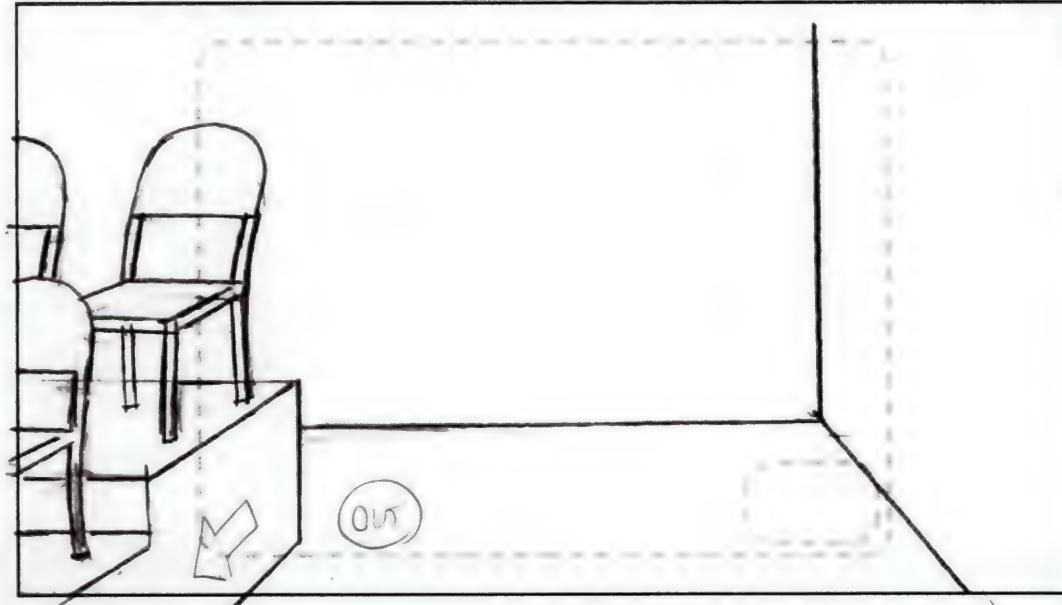
day night

Sc. 27

Pnl. A

Bg.

day night



**Dialog:**

LSP: Look what I've found, it's a little mouse!

**Action:**

LSP brings Viola to the theater stage.  
Actors and stagehands are standing around.

JUN 09 2015

**Timing:**

EPISODE #

1034-223

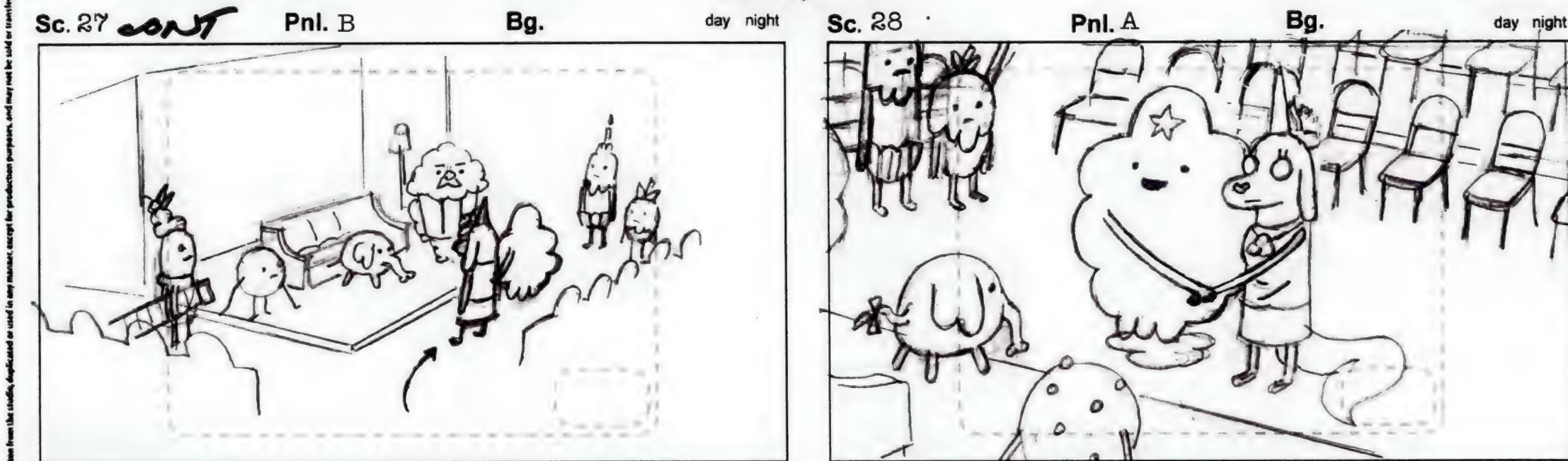
Production :

# ADVENTURE TIME



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**Dialog:** LSP: She scampers in and out, whenever she wants,

LSP: Everyone else is really a square--

**Action:**

- Closer on LSP and Viola.

JUN 09 2015

**Timing:**

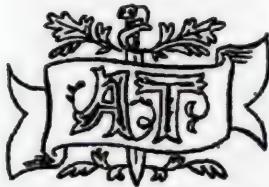
EPISODE #

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Page

Sc. OUT

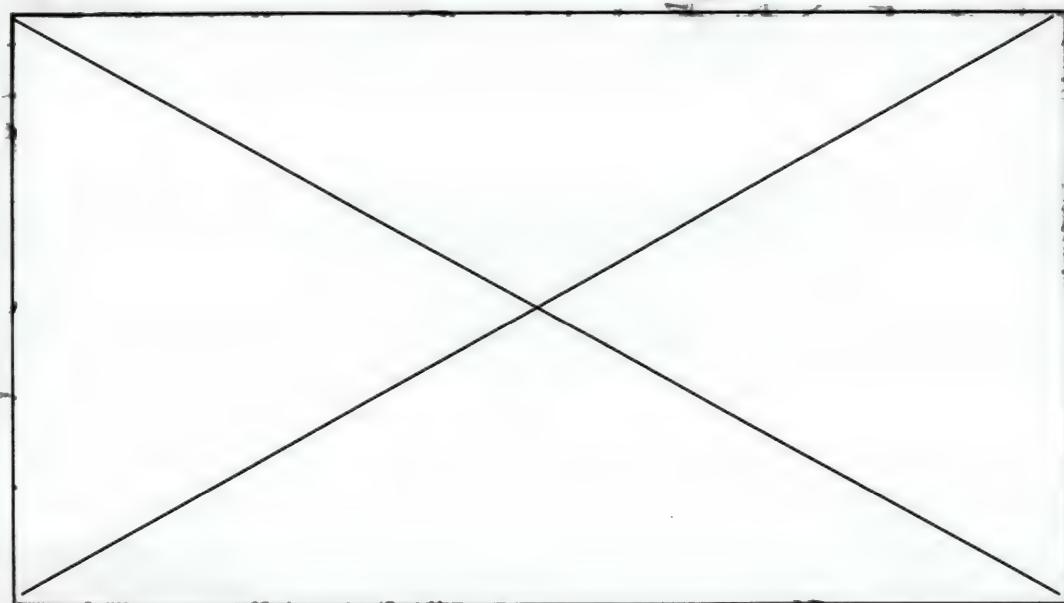
Pnl.

Bg.

day night

Sc. 28 cont

day night



**Dialog:**

LSP: --working together as a team--

**Action:**

JUN 09 2015

**Timing:**

Production :

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EPISODE #

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# ADVENTURE TIME



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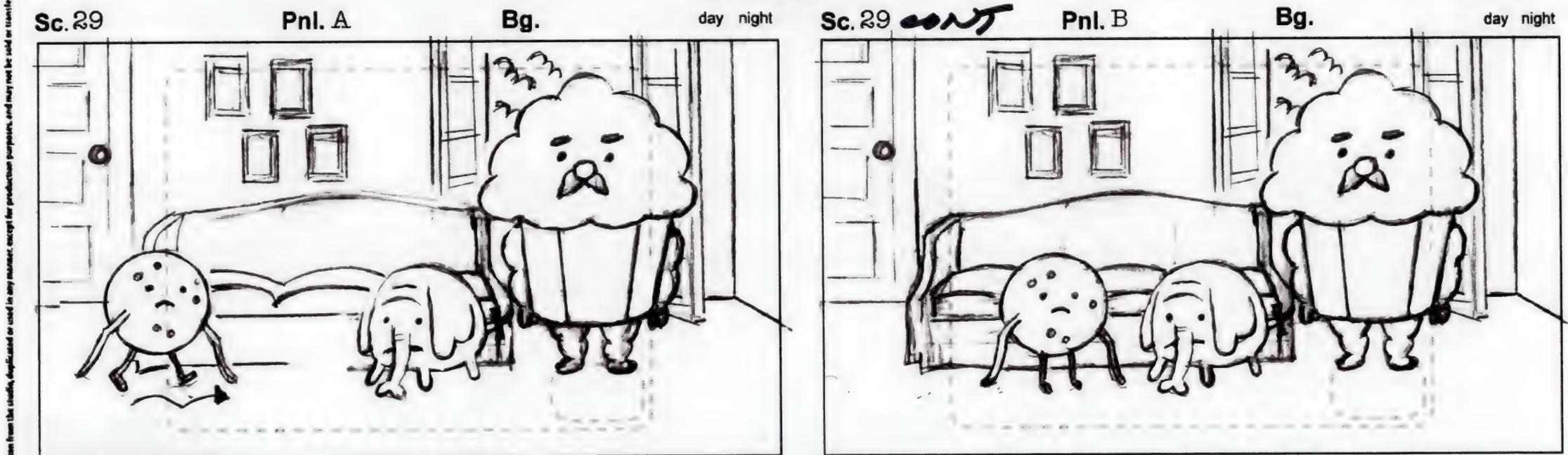
Page

1034-223

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1034 / 223



**Dialog:**

LSP (O/S): --helping the author slash director--

**Action:**

- LSP's POV of the actors on stage.
- CRUNCHY WALKS FORWARD

JUN 09 2015

**Timing:**

Production :

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# ADVENTURE TIME



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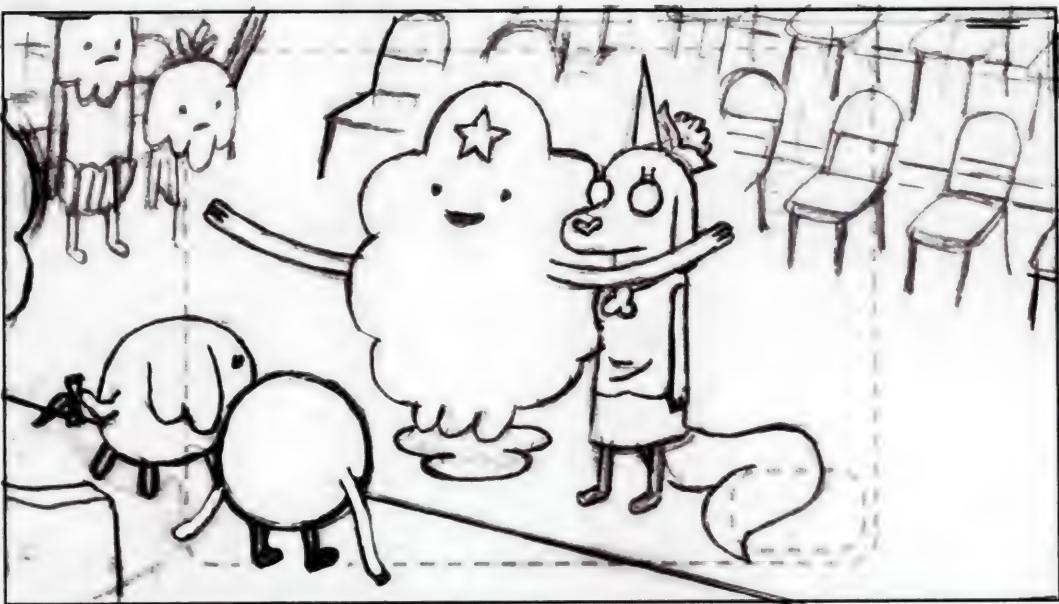
Page

Sc. 30

Pnl. A

Bg.

day night

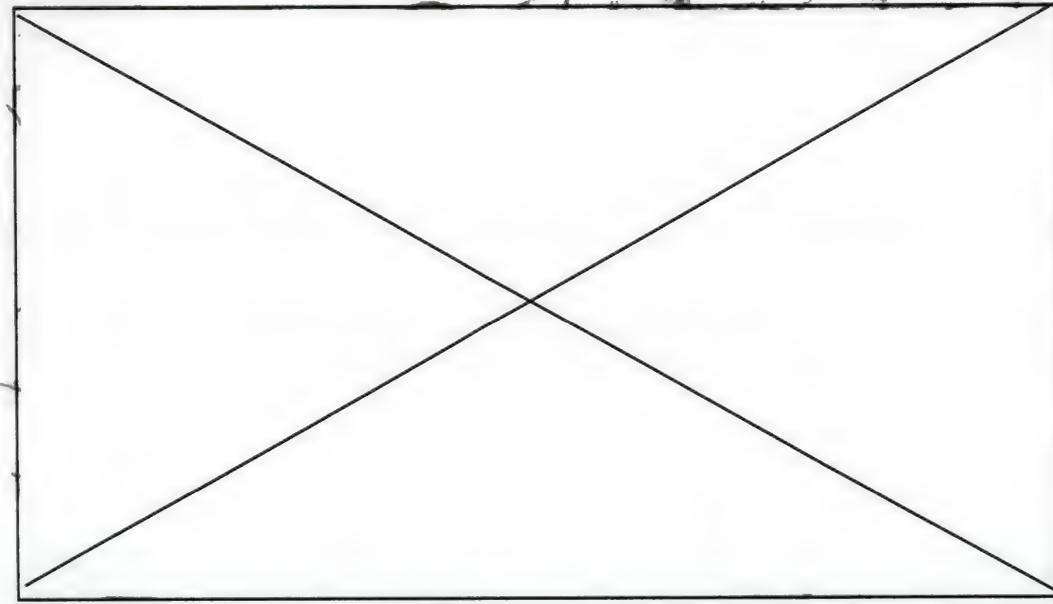


Sc. OUT

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

JUN 09 2015

Production :

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EPISODE #

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# ADVENTURE TIME



75

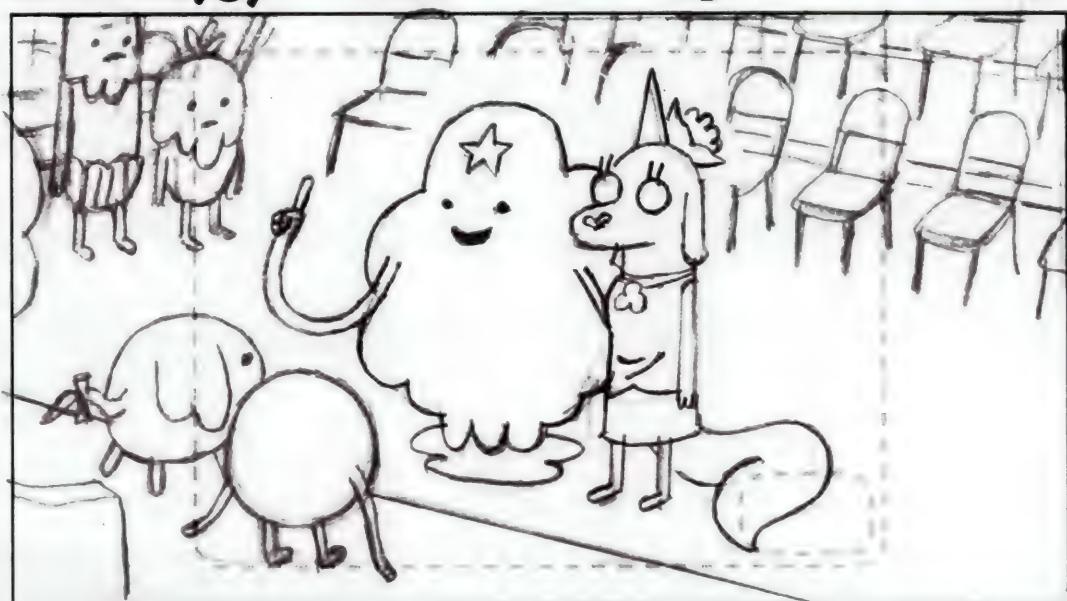
Page

Sc. 30 *cont*

Pnl. B

Bg.

day night

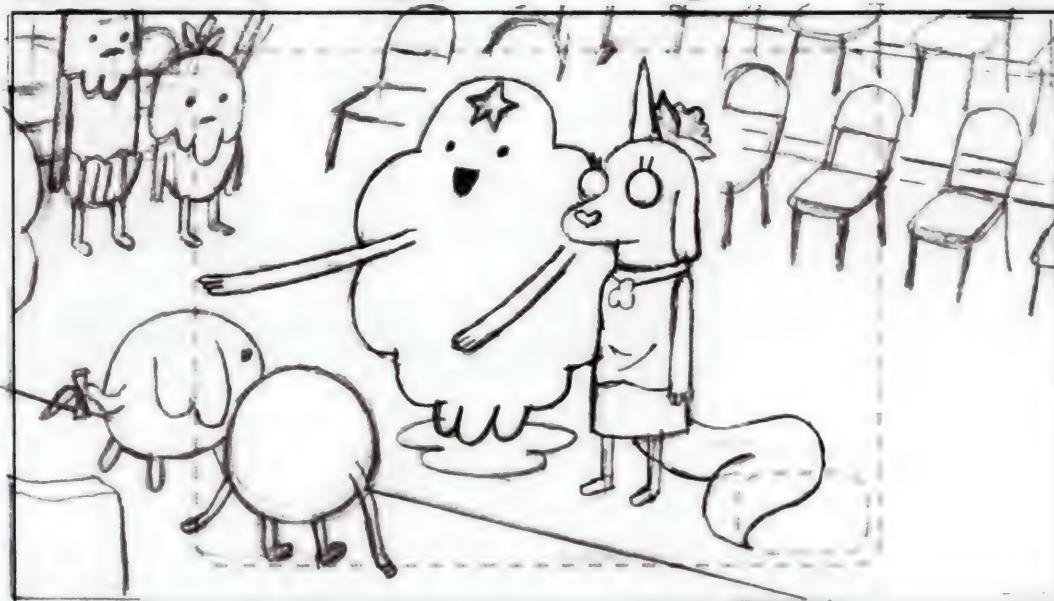


Sc. 30 *cont*

Pnl. C

Bg.

day night



**Dialog:**

LSP: Everyone has the team spirit!

**Action:**

LSP goes into a positive pose, holding up a finger.

LSP shifts into a warm and outgoing pose.

JUN 09 2015

**Timing:**

Production :

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# ADVENTURE TIME



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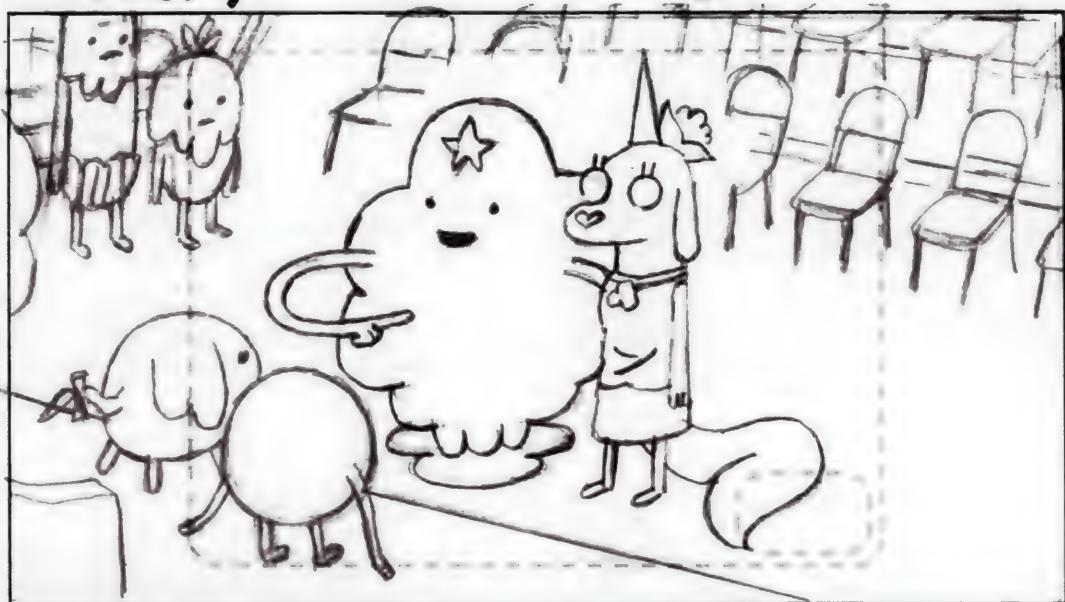
Page

Sc. 30 *cont*

Pnl. D

Bg.

day night

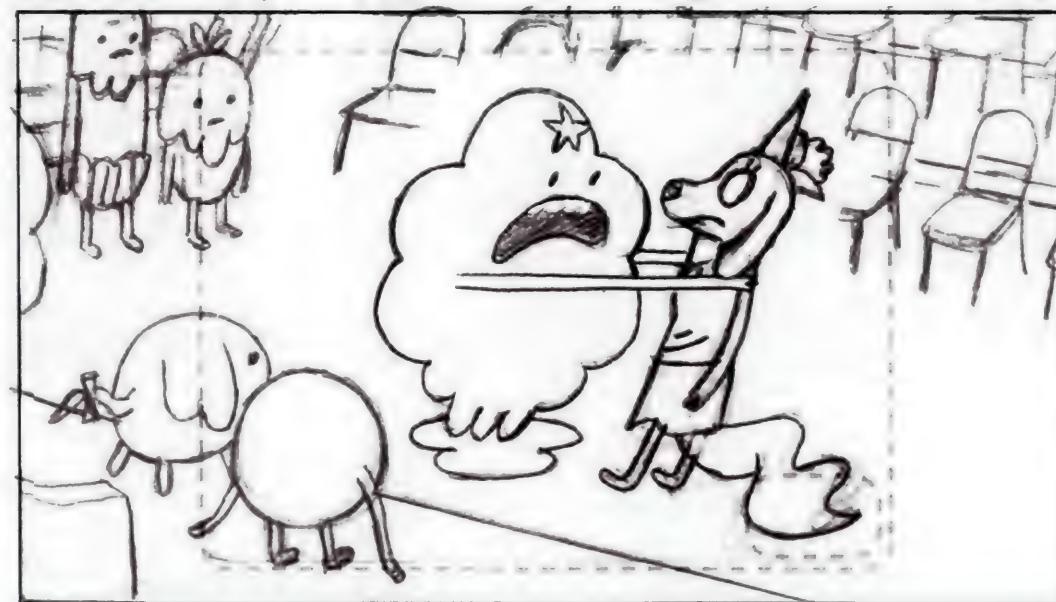


Sc. 30 *cont*

Pnl. E

Bg.

day night



**Dialog:** LSP: Everyone except ---

LSP: ---

THE SELFISH --

**Action:** LSP shifts into another pose (pointing at Viola).

LSP suddenly GRABS VIOLA'S SHOULDERS.

JUN 09 2015

**Timing:**

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# ADVENTURE TIME



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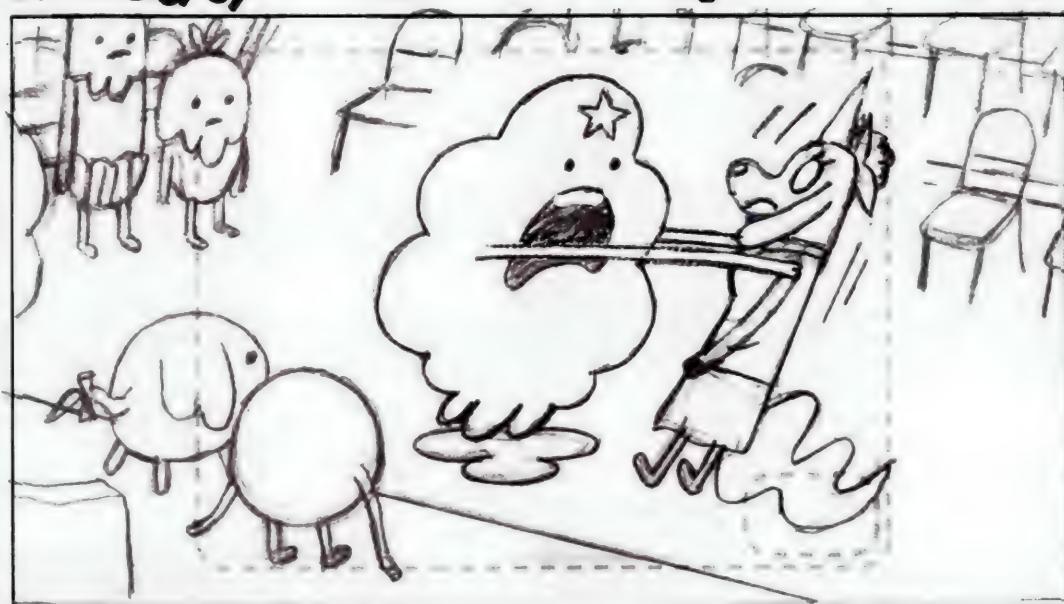
Page

Sc. 30 ~~cont~~

Pnl. F

Bg.

day night

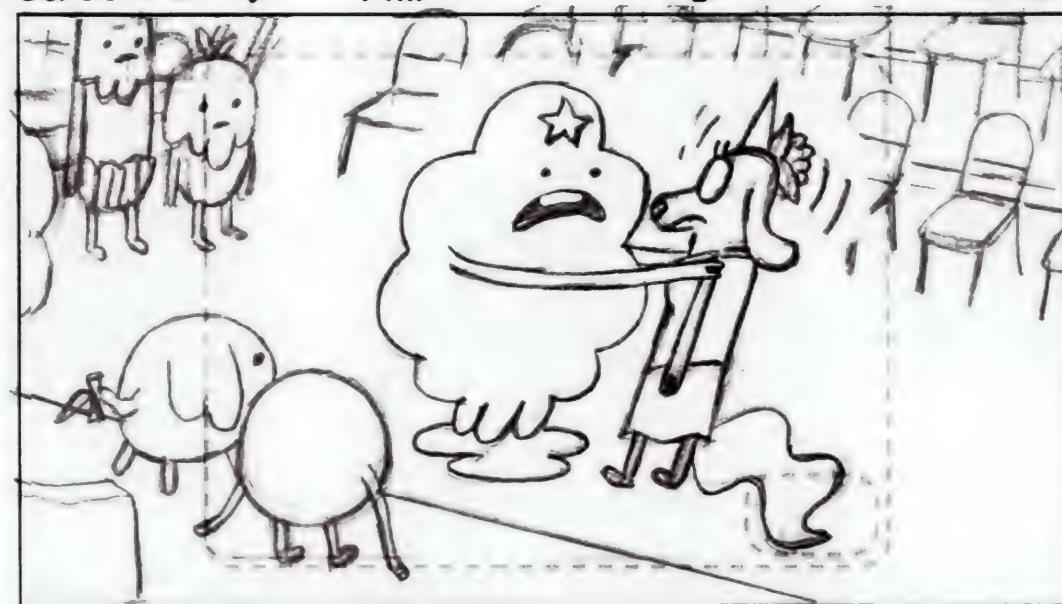


Sc. 30 ~~cont~~

Pnl. G

Bg.

day night



**Dialog:**

LSP:

LITTLE

LSP:

MOUSE!

**Action:**

[SHAKING cycle, while LSP is yelling at Viola.]

A/B cycle while LSP yells.

JUN 09 2015

**Timing:**

Production :

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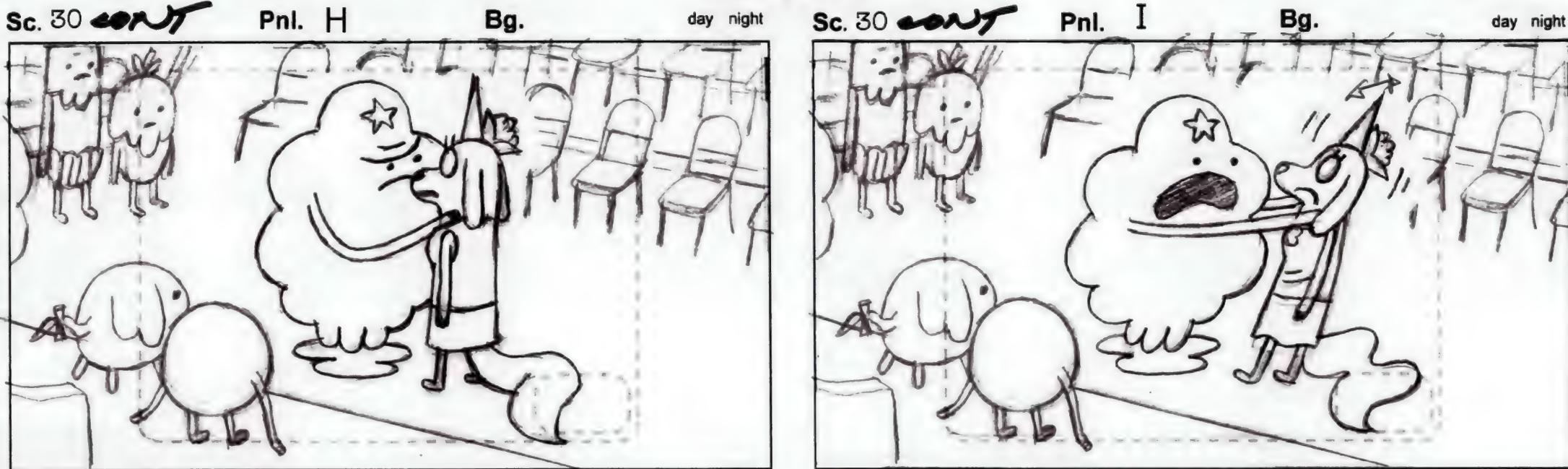
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# ADVENTURE TIME



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**Dialog:**

Viola: I'm sorry, I...

LSP: Don't interrupt me ---

**Action:**

LSP pauses **SHAKING** / Viola speaks.

LSP suddenly returns to **SHAKING VIOLA**.

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**Timing:**

Production :

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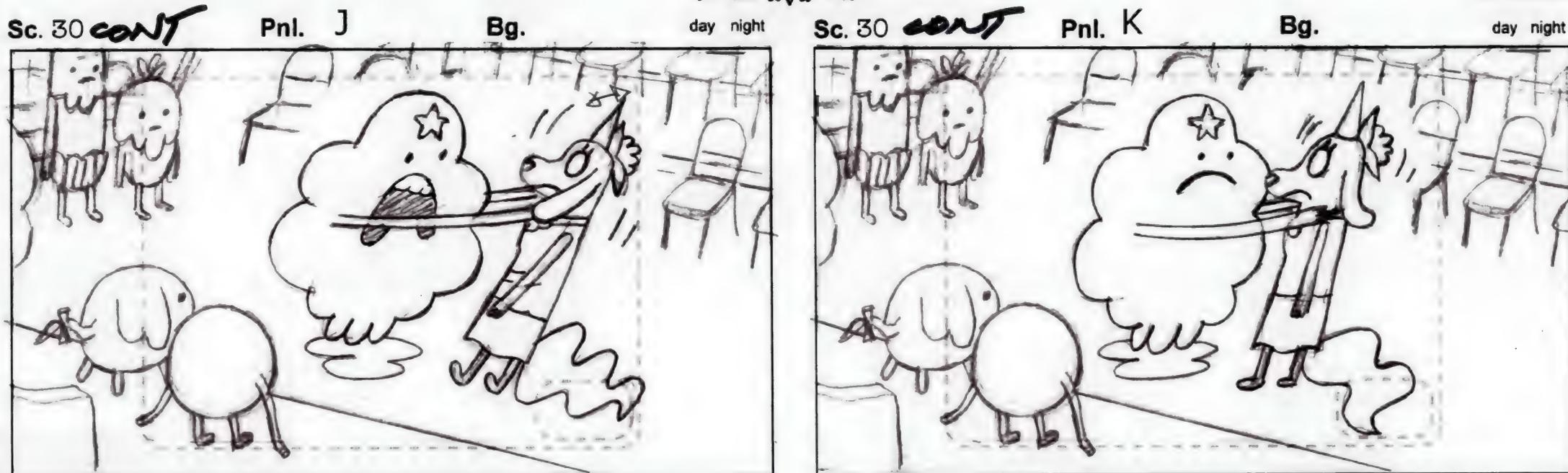
1034/223

# ADVENTURE TIME



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**Dialog:**

LSP: --- when I'm berating you!

Mr. Cupcake (O/S): [THROAT CLEAR] LSP,

**Action:**

A/B cycle LSP SHAKING VIOLA

JUN 09 2015

**Timing:**

Production :

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# ADVENTURE TIME



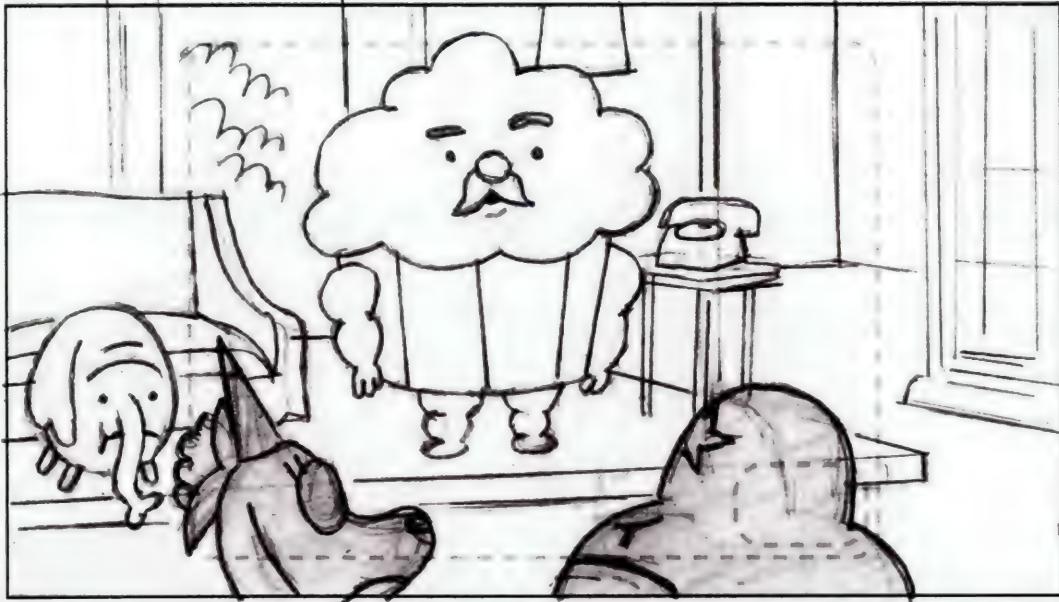
Page 80

Sc. 31

Pnl. A

Bg.

day night



Sc. 31 *cont*

Pnl. B

Bg.

day night



**Dialog:**

Mr. Cupcake: WHEN ARE WE going to RESUME REHEARSING

**Action:**

- cont. SHAKING cycle in FG of scene.
- Mr. Cupcake speaks to LSP.

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**Timing:**

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# ADVENTURE TIME



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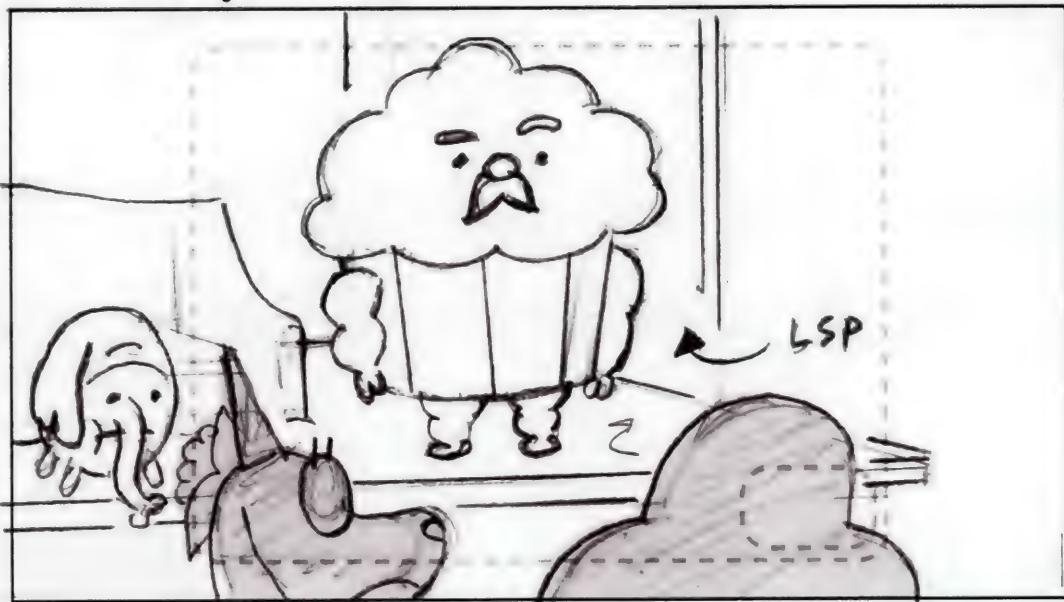
Page

Sc. 31 *cont*

Pnl. C

Bg.

day night

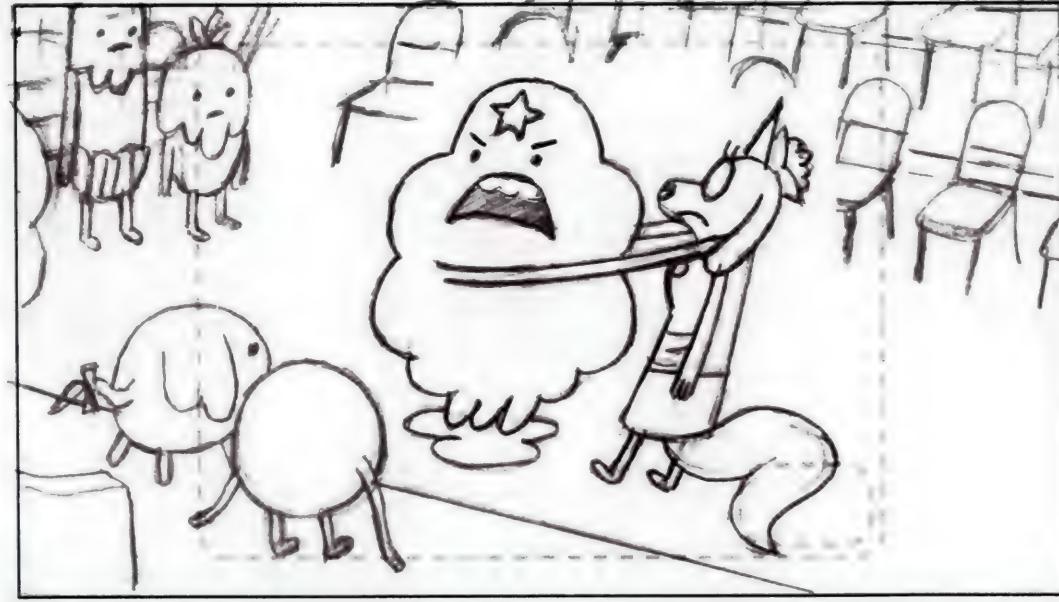


Sc. 32

Pnl. A

Bg.

day night



Dialog:

LSP: Don't interrupt me ---

Action: - LSP turns to Mr. Cupcake. [LSP stops  
SHAKING Viola, but keeps her hands on Viola's  
SHOULDERS.]

Hold LSP in pose, her hands still on Viola's SHOULDERS

JUN 09 2015

Timing:

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## ADVENTURE TIME



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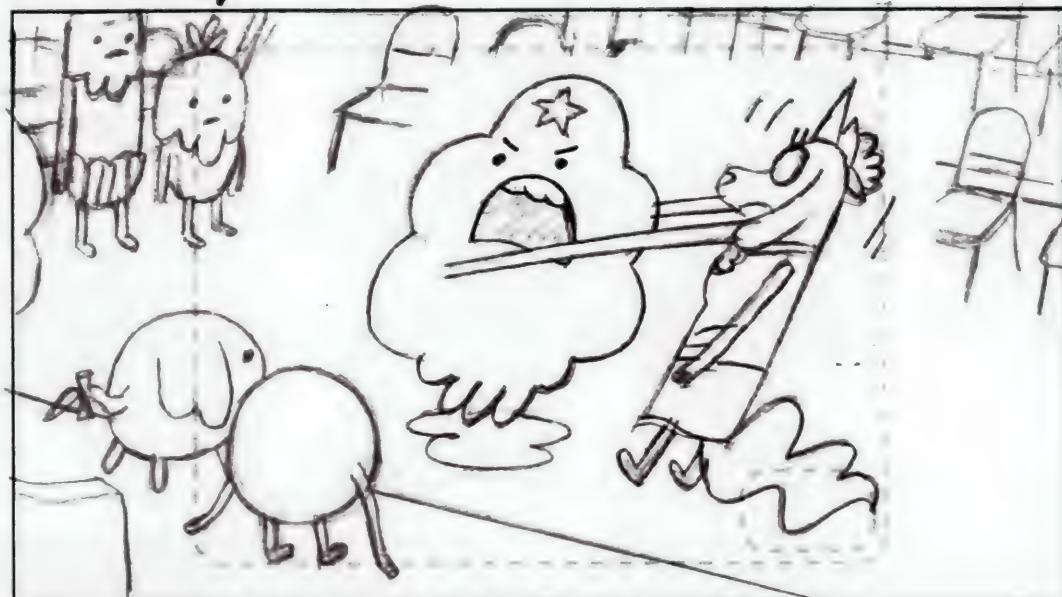
Page

Sc. 32 cont

Pnl. B

Bg.

day night

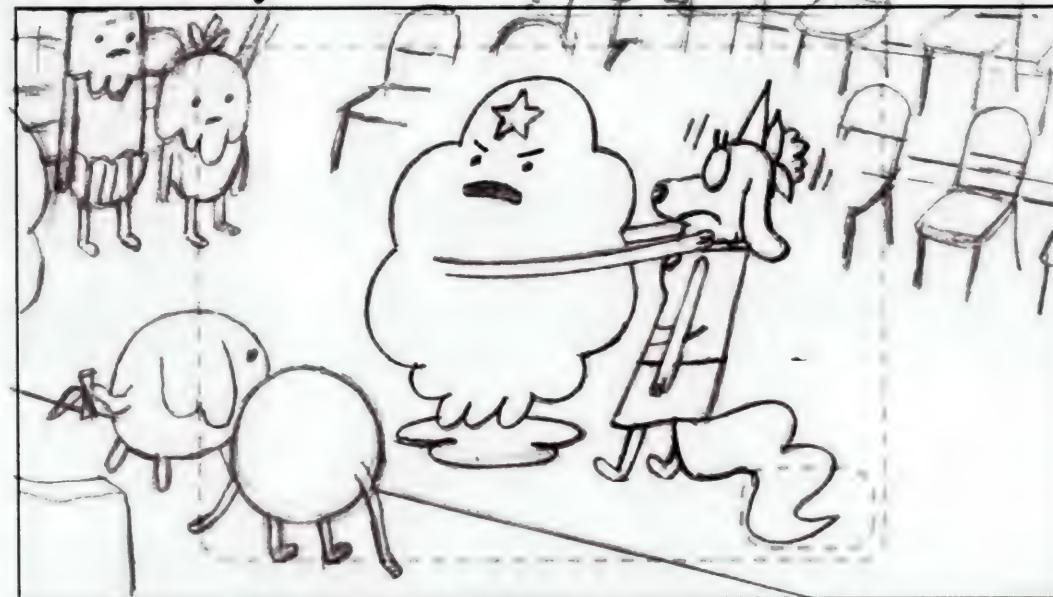


Sc. 32 cont

Pnl. C

Bg.

day night



## Dialog:

LSP: --- when I'm berating ---LSP: --- my assistant for interrupting me!

## Action:

LSP SHAKES Viola again (A/B cycle).

JUN 09 2015

## Timing:

Production :

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# ADVENTURE TIME



83

Page

Sc. 32 cont

Pnl. D

Bg.

day night



Sc. 33

Pnl. A

Bg.

day night



**Dialog:** LSP: Unless you want some too!

Mr. Cupcake: Eugh... well... NO.

**Action:**  
LSP stops throttling Viola. (LSP is now angry at Mr. Cupcake.)

Mr. Cupcake guesses that this is a normal rehearsal, but he is still a bit confused.

JUN 09 2015

**Timing:**

Production :

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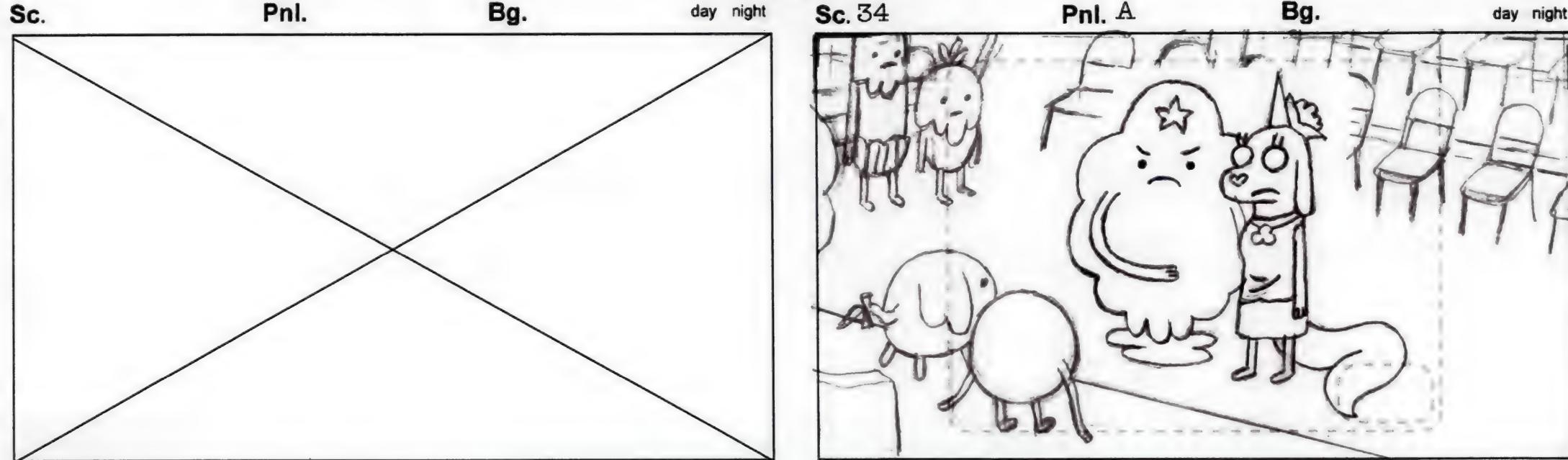
1034/223

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# ADVENTURE TIME



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Dialog:

Action:

[LSP start pose]

Timing:

JUN 09 2015

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## ADVENTURE TIME



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Page

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EPISODE #

Production :

Sc. 34 *cont*

Pnl. B

Bg.

day night

Sc. 34 *cont*

Pnl. C

Bg.

day night



## Dialog:

LSP: I can't remember ---

LSP: --- what I was saying.

## Action:

LSP reaches into her hip pocket.

LSP rummages in her hip poclet.

JUN 09 2015

## Timing:

1034/223

# ADVENTURE TIME



Page 86

**Sc. 34** *cont*

Pnl. D

Bg.

day night



**Sc. 34** *cont*

Pnl. E

Bg.

day night



**Dialog:** LSP: Assistant, read me back ---

LSP: --- my notes.

**Action:** LSP holds up her notebook.

LSP holds her notebook in front of Viola's face.

JUN 09 2015

**Timing:**

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Production :

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# ADVENTURE TIME



Page 87

Sc. 34 cont

Pnl. F

Bg.

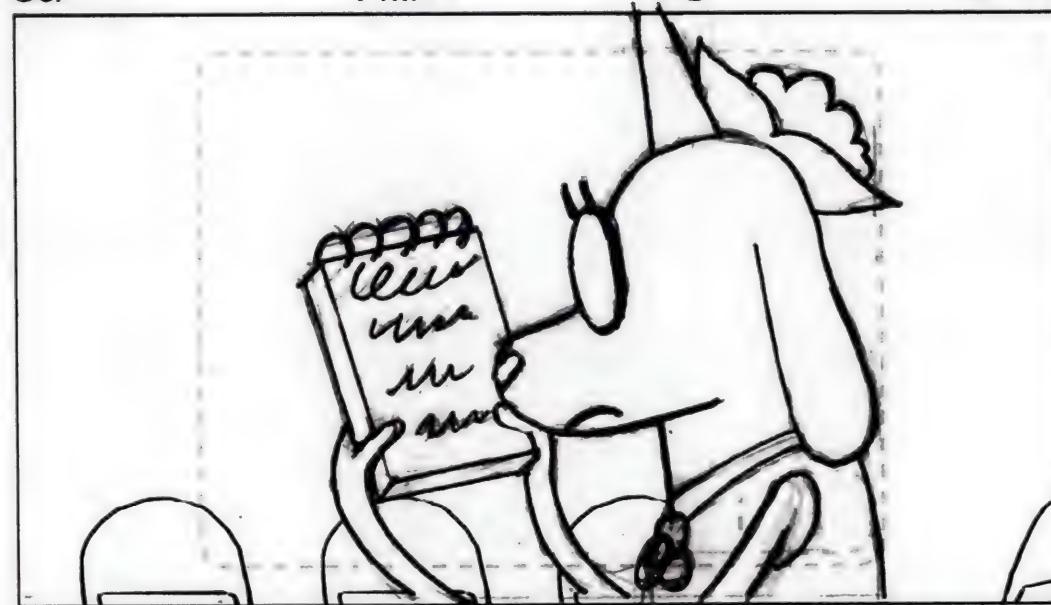
day night

Sc. 35

Pnl. A

Bg.

day night



**Dialog:**

V. Hrm.

**Action:**

Viola grabs notebook and looks at it.

Close on Viola looking at LSP's notebook. The writing is illegible.

**Timing:**

JUN 09 2015

Production :

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1034/223

# ADVENTURE TIME



88

Page

Sc. 36 ~~cont~~ Pnl. A

Bg.

day night



Sc. 36 ~~cont~~

Pnl. B

Bg.

day night



Dialog:

Action: cont. Viola looking at notebook.

Viola lowers notebook.

JUN 09 2015

Timing:

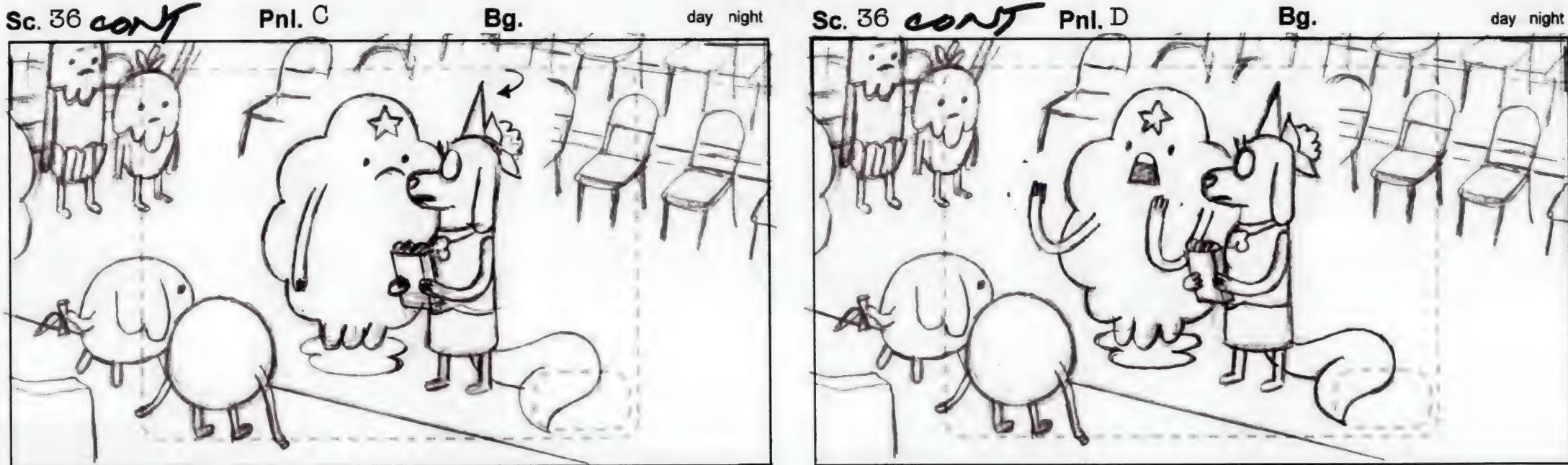
Production :

# ADVENTURE TIME



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Page



1034/223

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**Dialog:** Viola: You were WRAPPING IT UP SO  
WE COULD GET BACK TO REHEARSAL.

LSP: OKAY,

**Action:** Viola makes a guess at what was written in the notebook --  
it's time to end the rehearsal?

LSP ignores Viola, and claps her hands to continue  
the rehearsal.

JUN 09 2015

**Timing:**

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# ADVENTURE TIME



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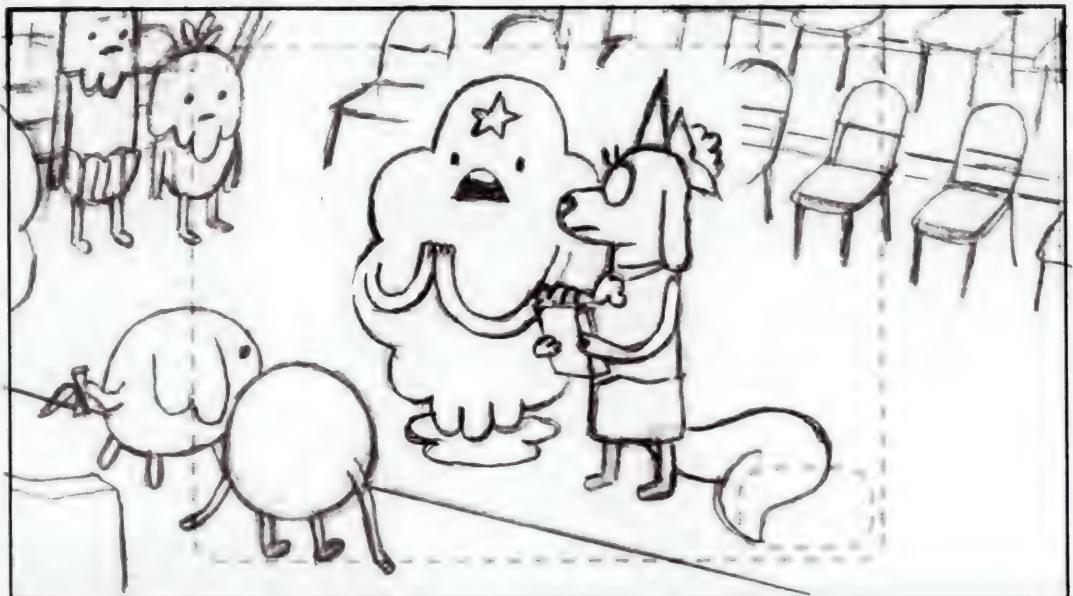
Page

Sc. 36 cont

Pnl. E

Bg.

day night



Sc. 36 cont

Pnl. F

Bg.

day night



1034/223

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**Dialog:** LSP: --- LET'S REHEARSE!

**Action:**  
cont. LSP clapping hands.

JUN 09 2015

**Timing:**

Production :

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# ADVENTURE TIME



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Page

Sc. 36 *cont*

Pnl. G

Bg.

day night

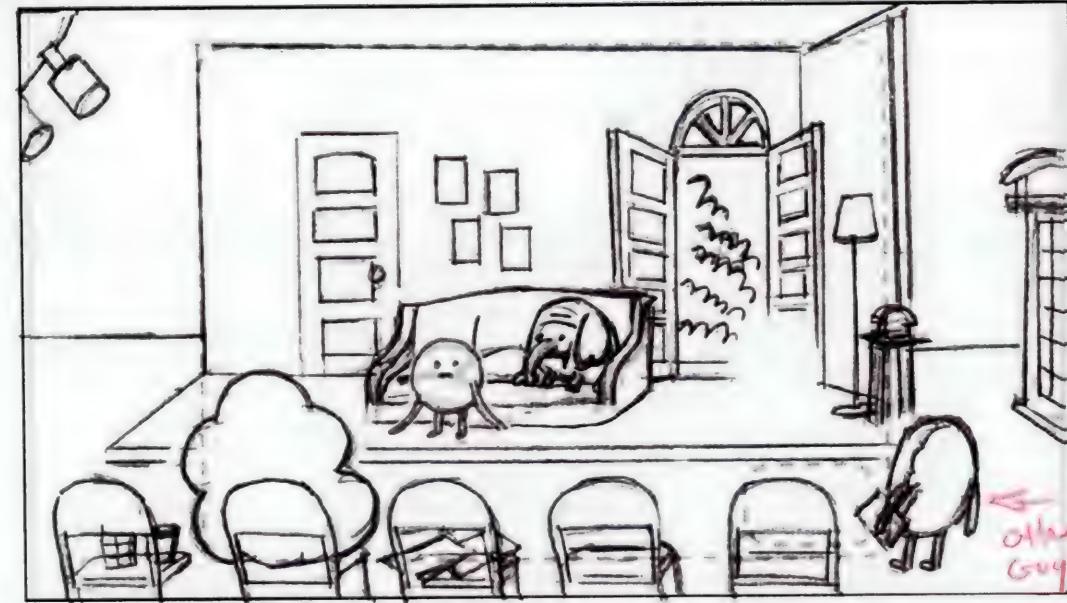


Sc. 37

Pnl. A

Bg.

day night



**Dialog:**

**Action:**

Wide on the stage. LSP watches the rehearsal.  
A script girl (or boy) is standing near the chairs.

JUN 09 2015

**Timing:**



Production :

1034/223

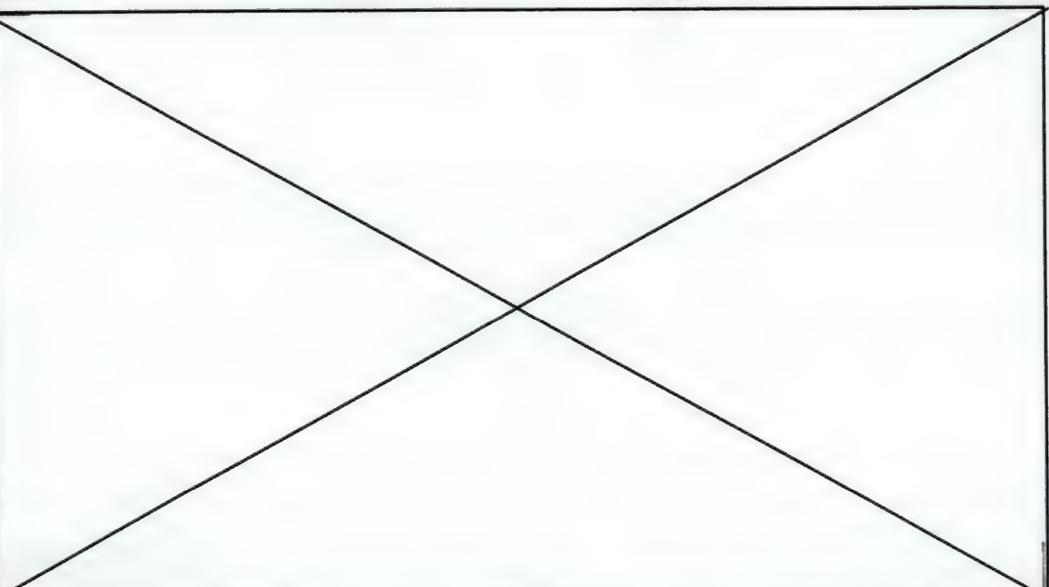
1034/223

# ADVENTURE TIME



Page 92

Sc. Pnl. Bg. day night Sc. 37 *cont* Pnl. B Bg. day night



**Dialog:**

**Action:** - Crunchy turns to Tree Trunks.

**Timing:**

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# ADVENTURE TIME



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Sc. 37 cont Pnl. C

Bg.

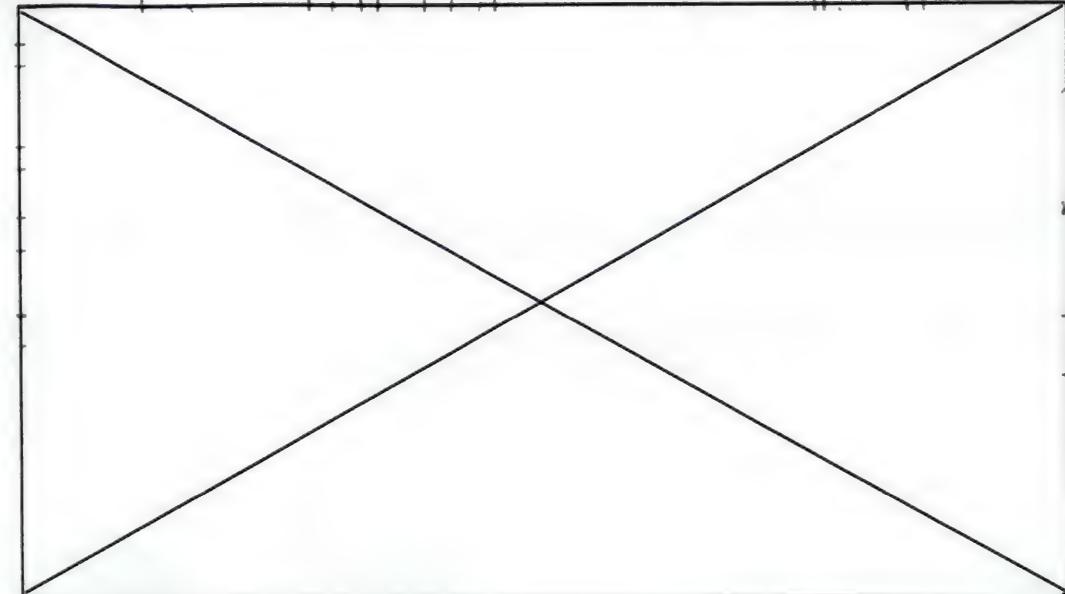
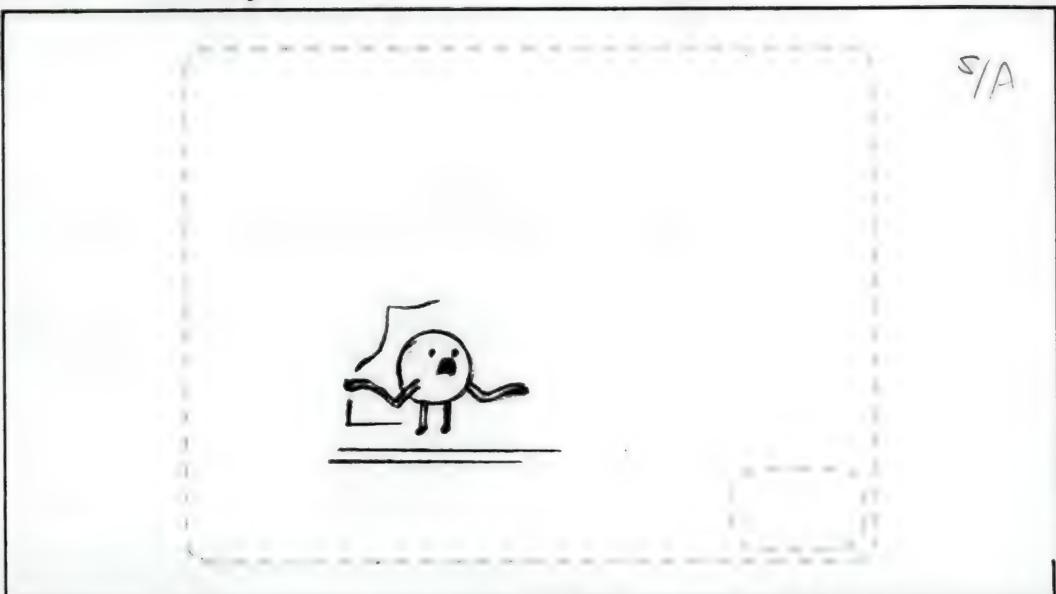
day night

Sc.

Pnl.

Bg.

day night



**Dialog:** Crunchy: Mr. Cramforth will be

**Action:** Crunchy says his line.

JUN 09 2015

**Timing:**

Production :

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# ADVENTURE TIME



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Page

Sc. 38

Pnl. A

Bg.

day night

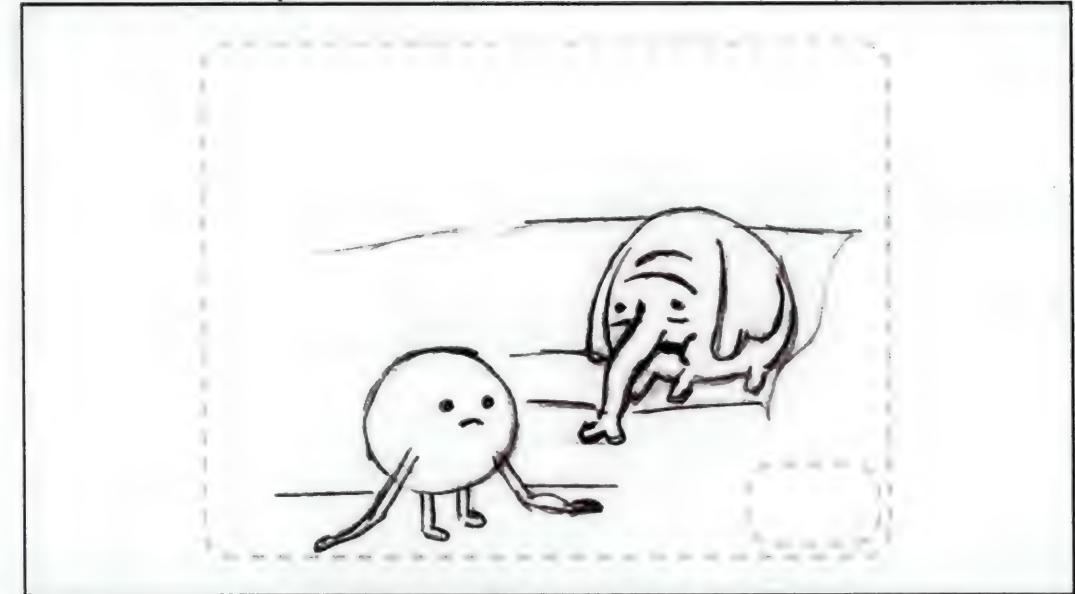
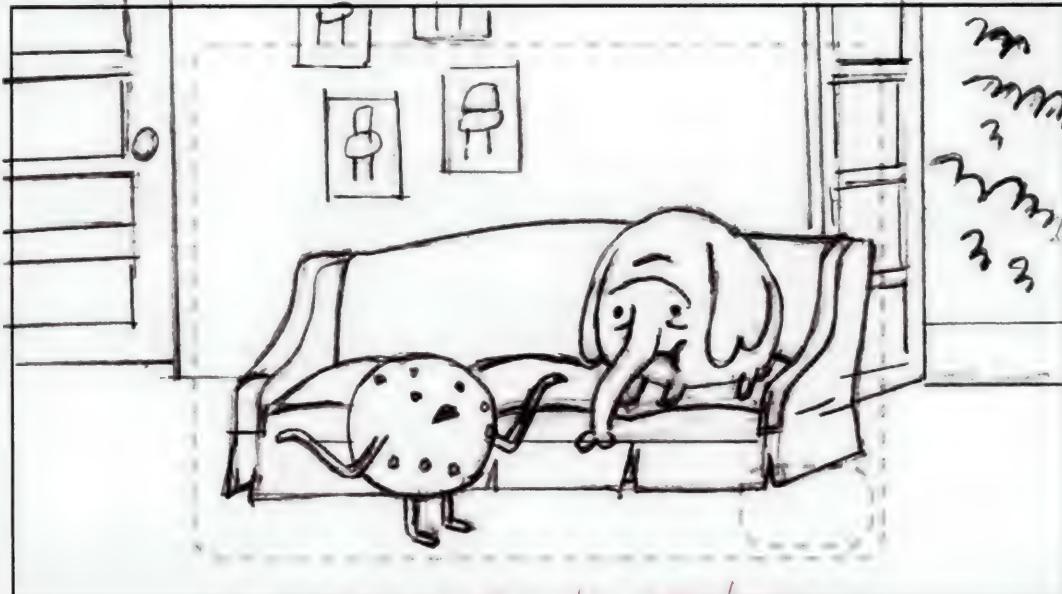
Sc. 38

~~cont~~

Pnl. B

Bg.

day night



Drenched - F he

**Dialog:** Crunchy: --- walks to the cottage from the station.

TT: Poor suffering Nigel!

**Action:**

JUN 09 2015

**Timing:**

Production :

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EPISODE #

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# ADVENTURE TIME



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Page

Sc. 38 *cont* Pnl. C

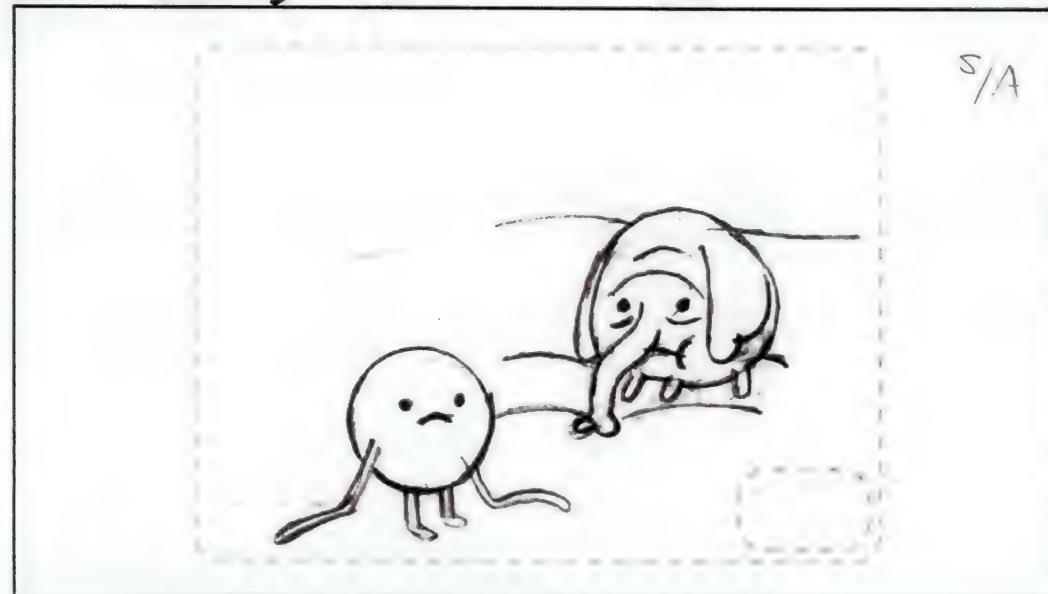
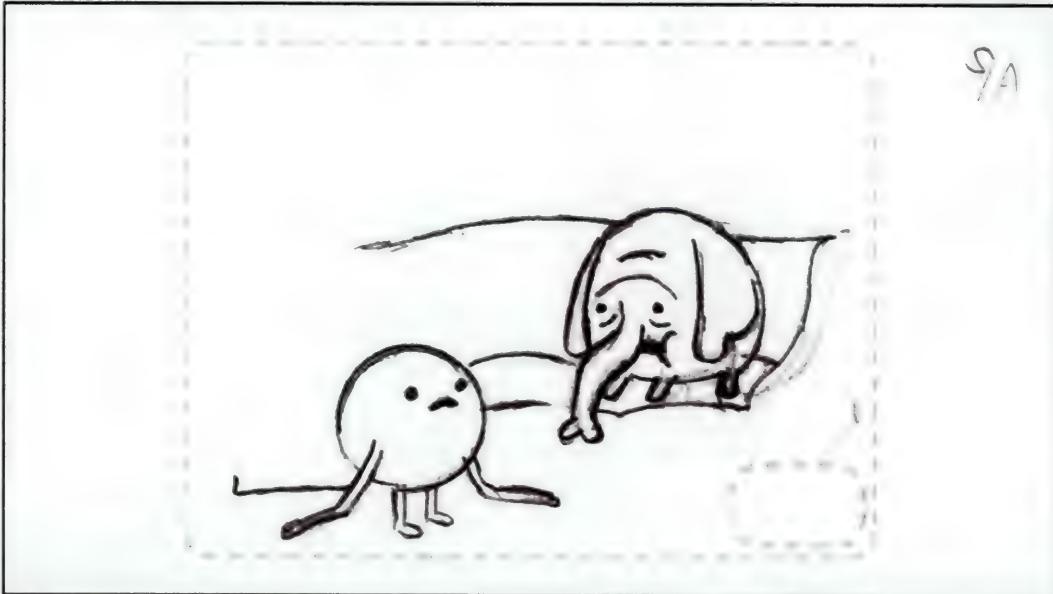
Bg.

day night

Sc. 38 *cont* Pnl. D

Bg.

day night



**Dialog:** TT: Um...

LSP (O/S): "BUT HE . . . "

**Action:** Tree Trunks has trouble remembering her line.

Crunchy and Tree Trunks look toward LSP, who is prompting Tree Trunks.

JUN 09 2015

**Timing:**

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# ADVENTURE TIME



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Sc. 38 cont Pnl. E

Bg.

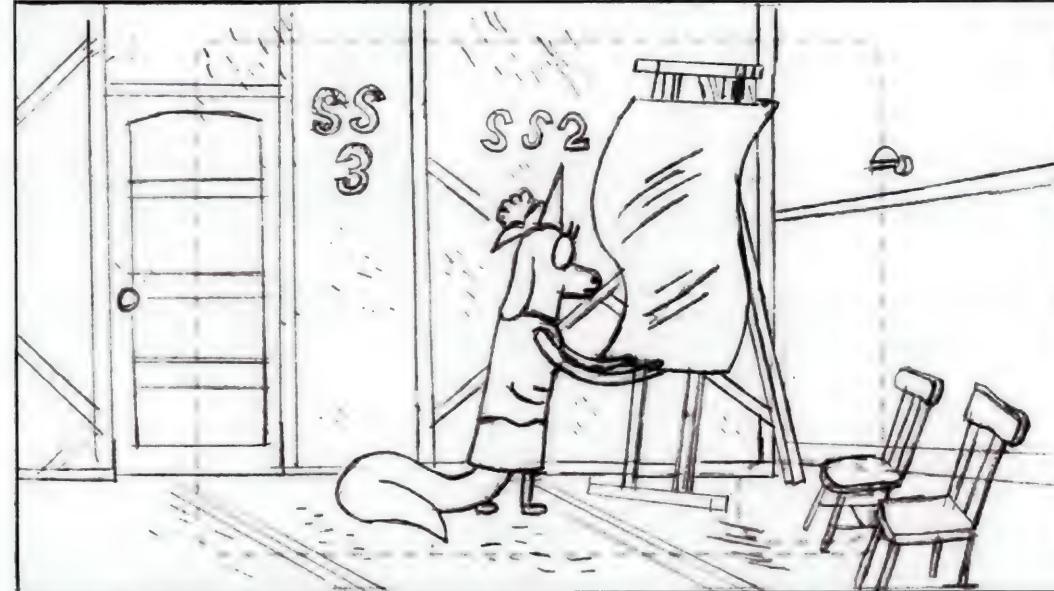
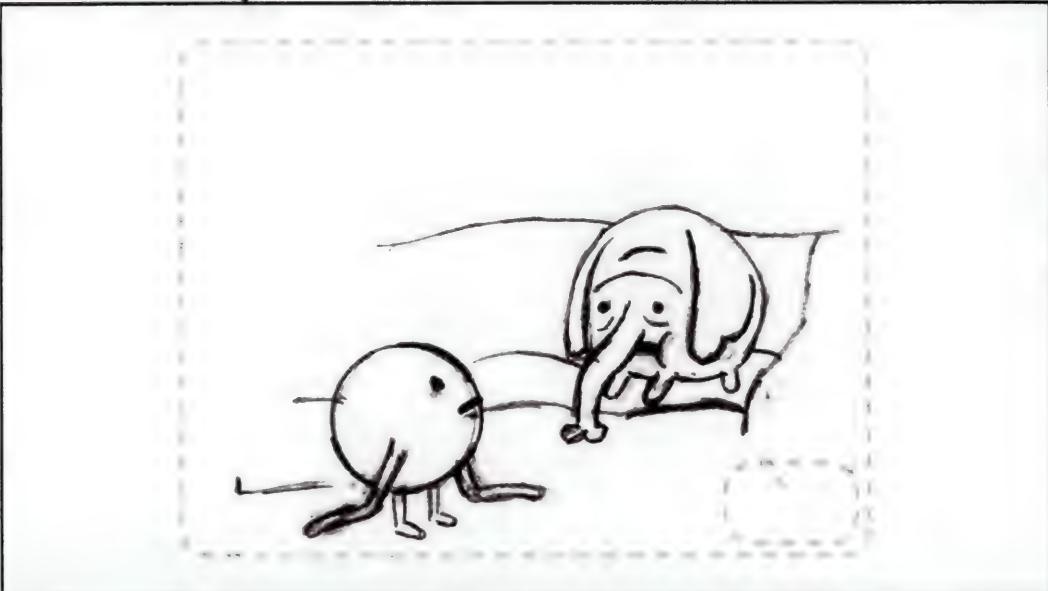
day night

Sc. 39

Pnl. A

Bg.

day night



**Dialog:**

TT: But he is so awfully amusing.

SFX: Boom-mm-mm! [Thunder]

**Action:** Tree Trunks continues her line.

— Viola is backstage, waving a piece of sheet metal to make a thunder sound effect.

'A' pose.

JUN 09 2015

**Timing:**

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Production :

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## ADVENTURE TIME



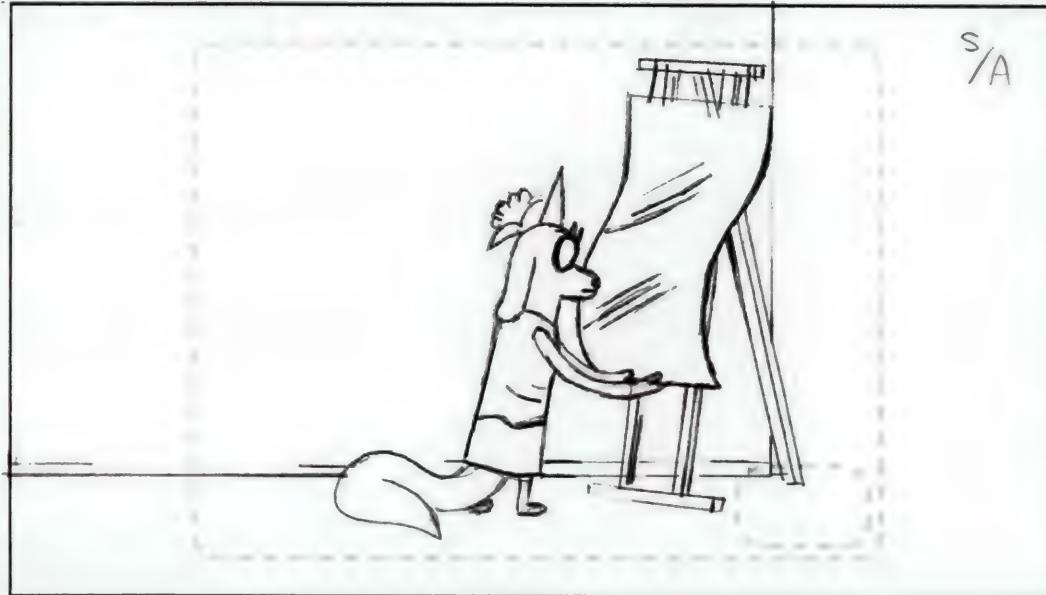
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Page

Sc. 39 *cont* Pnl. B

Bg.

day night

Sc. 39 *cont* Pnl. C

Bg.

day night



Dialog:

Action:

cont. Viola making thunder sound effects.

into settling the piece of sheet metal ...

'B' pose.

JUN 09 2011

Timing:

Production :

# ADVENTURE TIME



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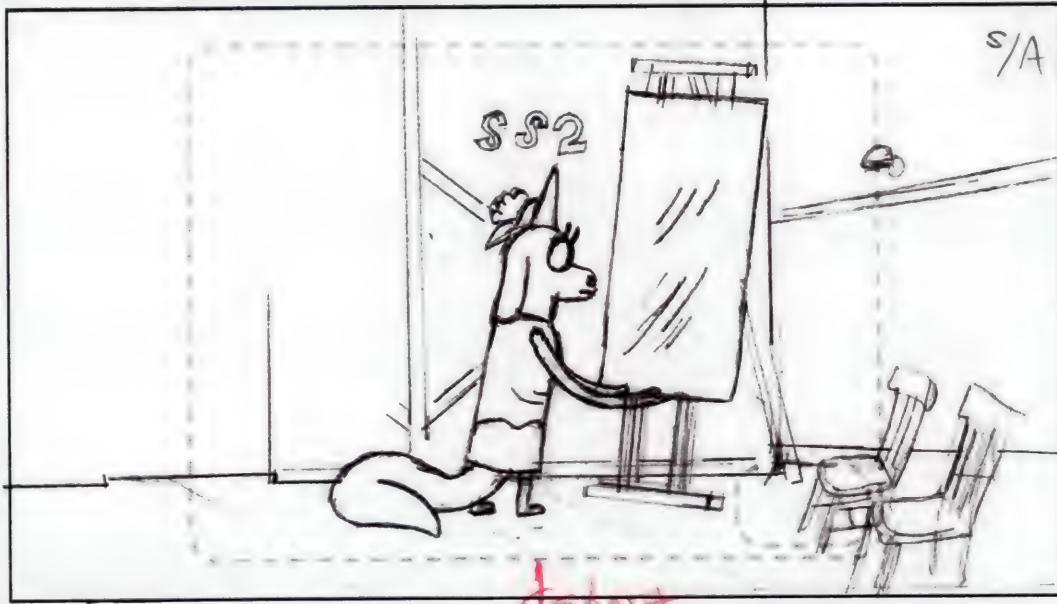
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Sc. 39 cont

Pnl. D

Bg.

day night

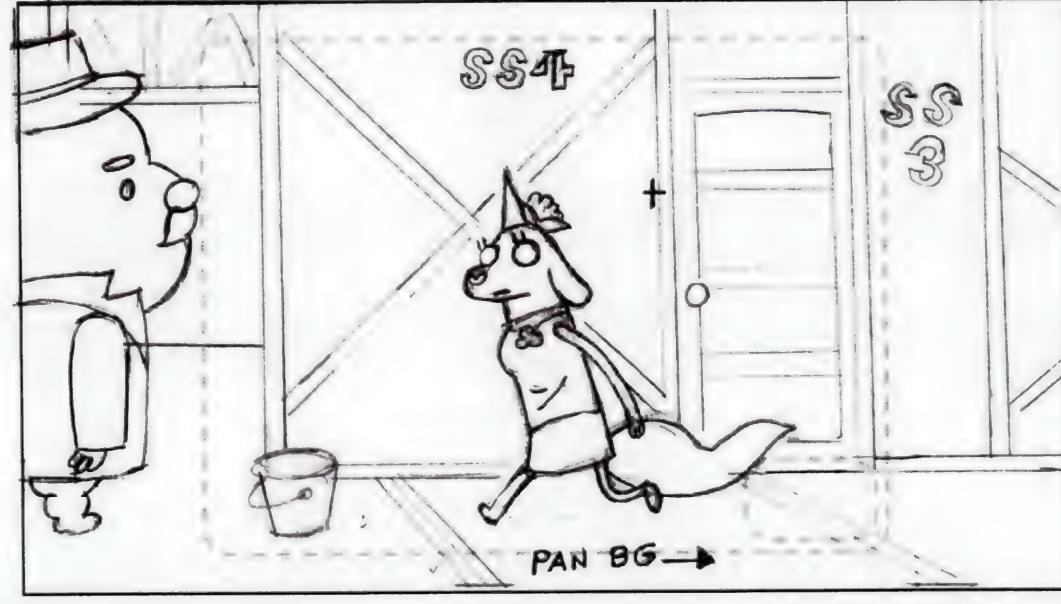


Sc. 39 cont

Pnl. E

Bg.

day night



Dialog:

Action: settle. (D1)

+

+

+

Pan w. Viola running to Mr. Cupcake.

JUN 09 2011

Timing:



EPISODE# 1034-223

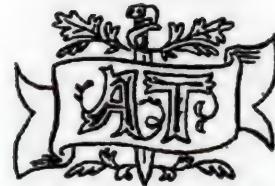
Production :

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# ADVENTURE TIME



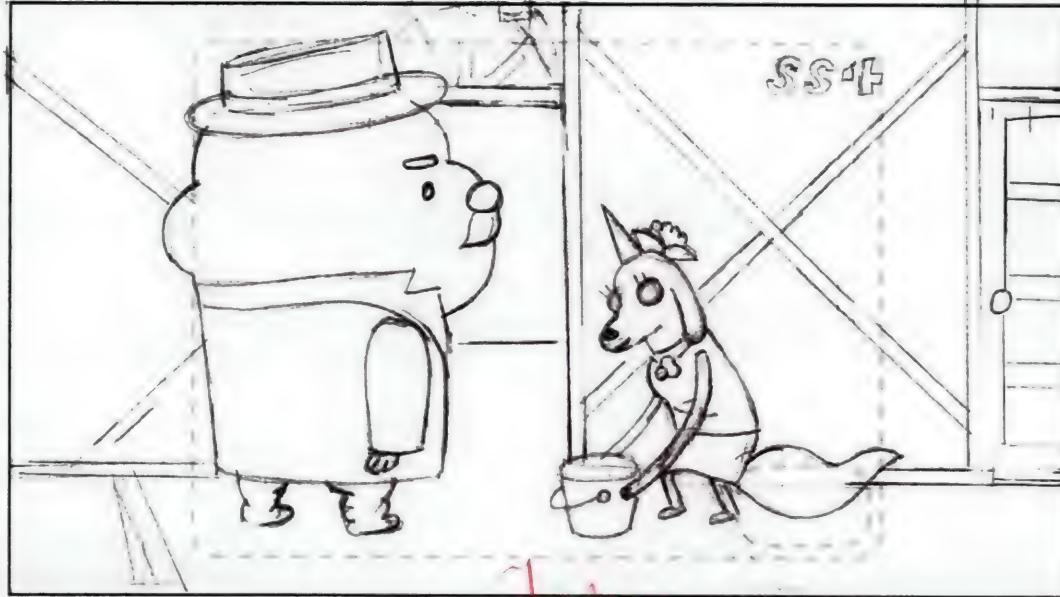
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Page

Sc. 39 cont Pnl. F

Bg.

day night



Sc. 39 cont

Pnl. G

Bg.

day night



Dialog:

SFX: Splash!

JUN 09 2015

(G1)

Action: Viola picks up bucket of water.

Viola splashes water on Mr. Cupcake to create a 'rain' effect on his overcoat.

Timing:



Production :

1034-223

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# ADVENTURE TIME

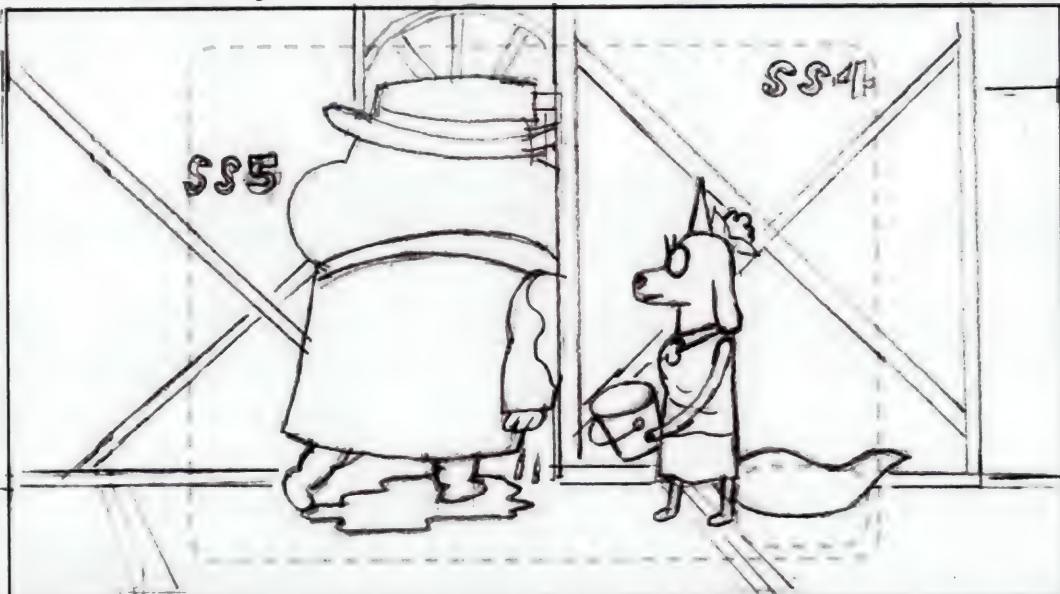


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Sc. 39 cont Pnl. H

Bg.

day night

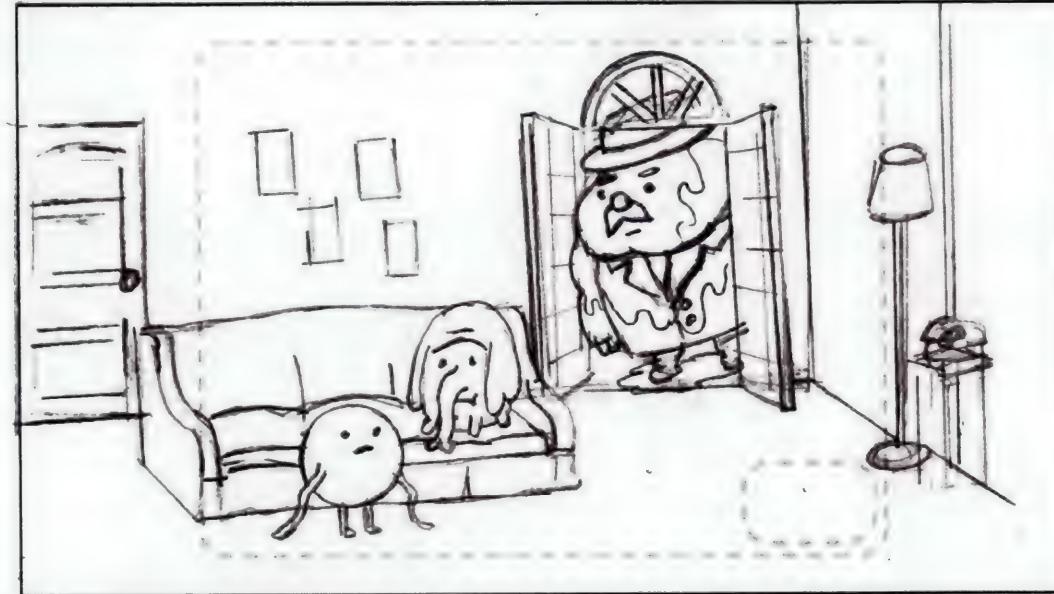


Sc. 40

Pnl. A

Bg.

day night



**Dialog:**

SFX: Scrunch! (vo)

mc. Coming Down



SFX: Scrunch!

mc  
Like CATS

**Action:**

Mr. Cupcake pushes through the prop door, which is too small for him.

From LSP pov -- Mr. Cupcake enters the set.

JUN 09 2015

**Timing:**

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# ADVENTURE TIME



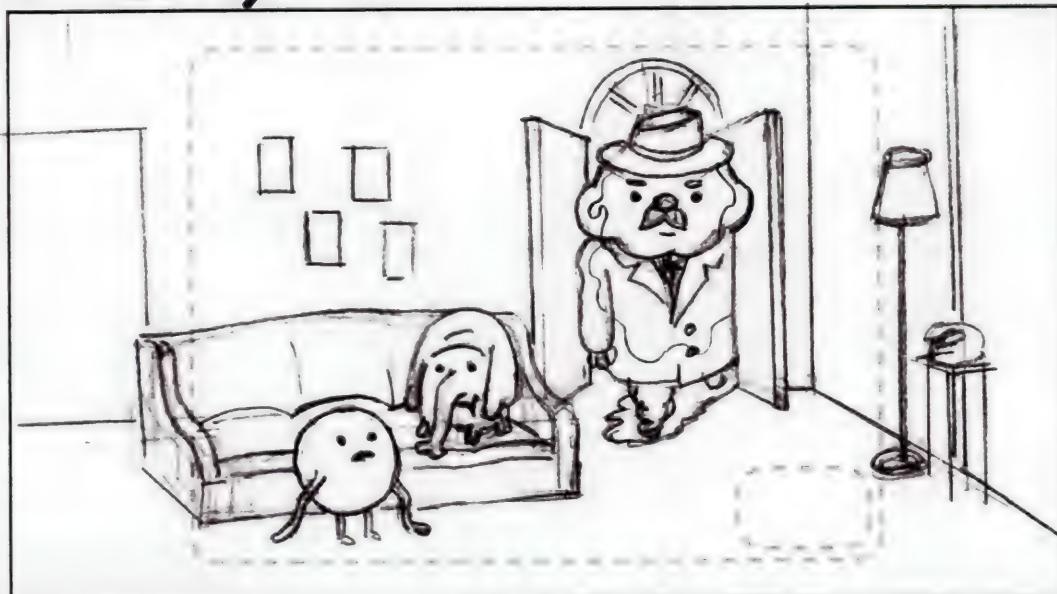
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Sc. 40 cont

Pnl. B

Bg.

day night

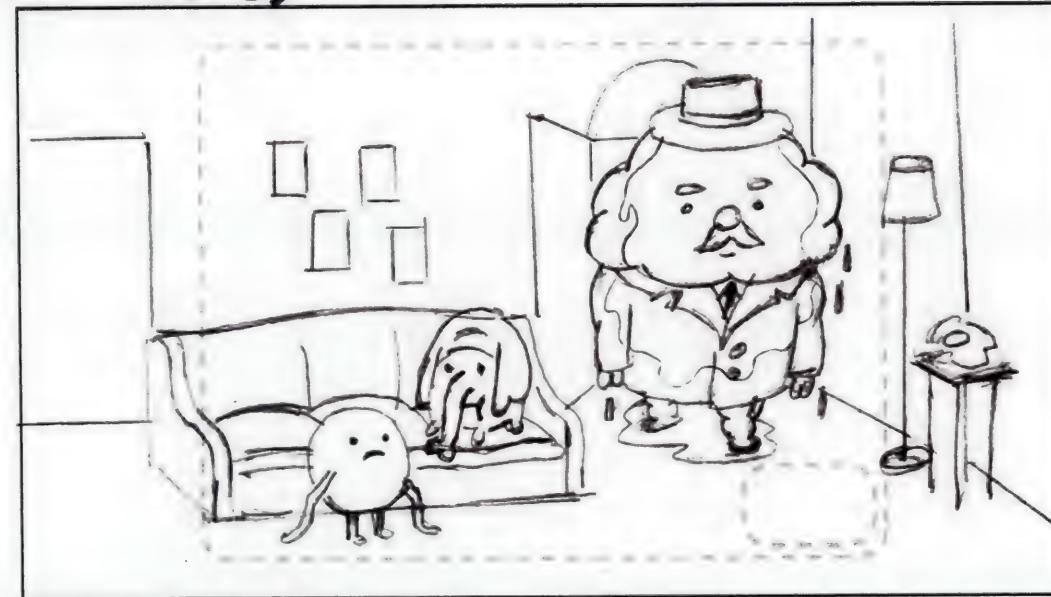


Sc. 40 cont

Pnl. C

Bg.

day night



**Dialog:**

SFX: Clomp...

MC

and

SFX: ... clomp clomp clomp ...

mc.

Dogs

**Action:** cont. Mr. Cupcake entering the set.

JUN 09 2015

**Timing:**

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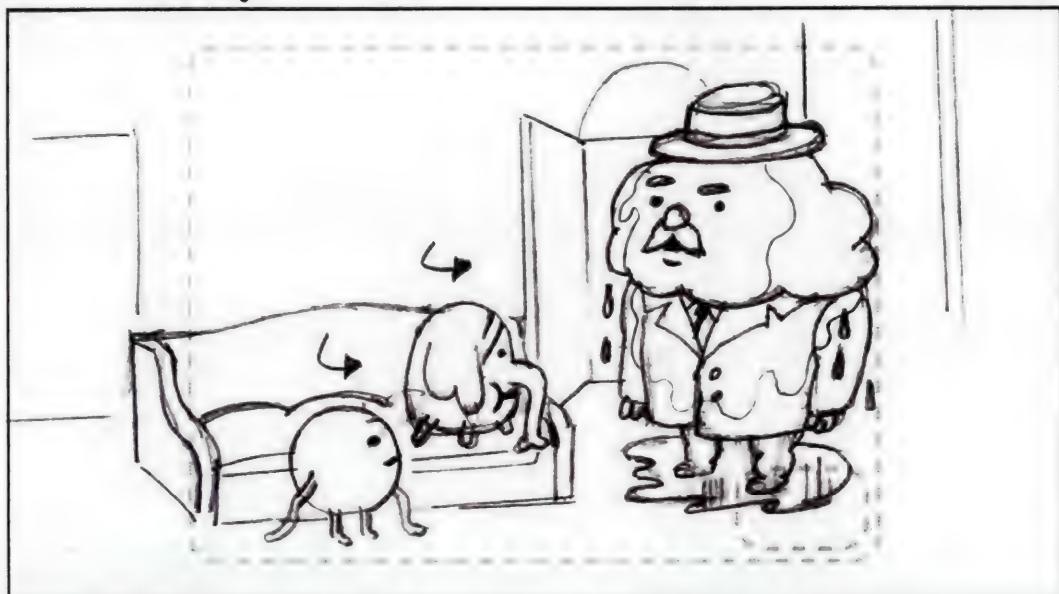
## ADVENTURE TIME

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PageSc. 40 *cont*

Pnl. D

Bg.

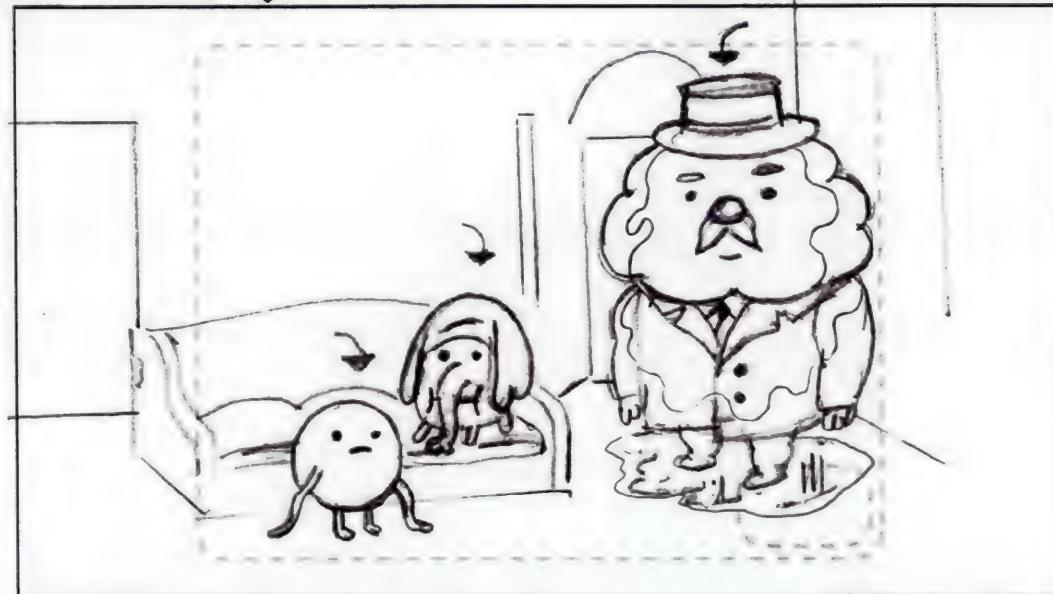
day night

Sc. 40 *cont*

Pnl. E

Bg.

day night



## Dialog:

Mr. C: ~  
the rain we had when ...

Reminds me of

LSP: --- WATER ON THE COAT !!

LSP: TOO MUCH ---

Action: Mr. Cupcake turns to Tree Trunks and pronounces his first line.

The actors turn to LSP, who is shouting directions.

Timing:

JUL 09 2015

Production :

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# ADVENTURE TIME



Page **103**

**Sc. 41**

**Pnl. A**

**Bg.**

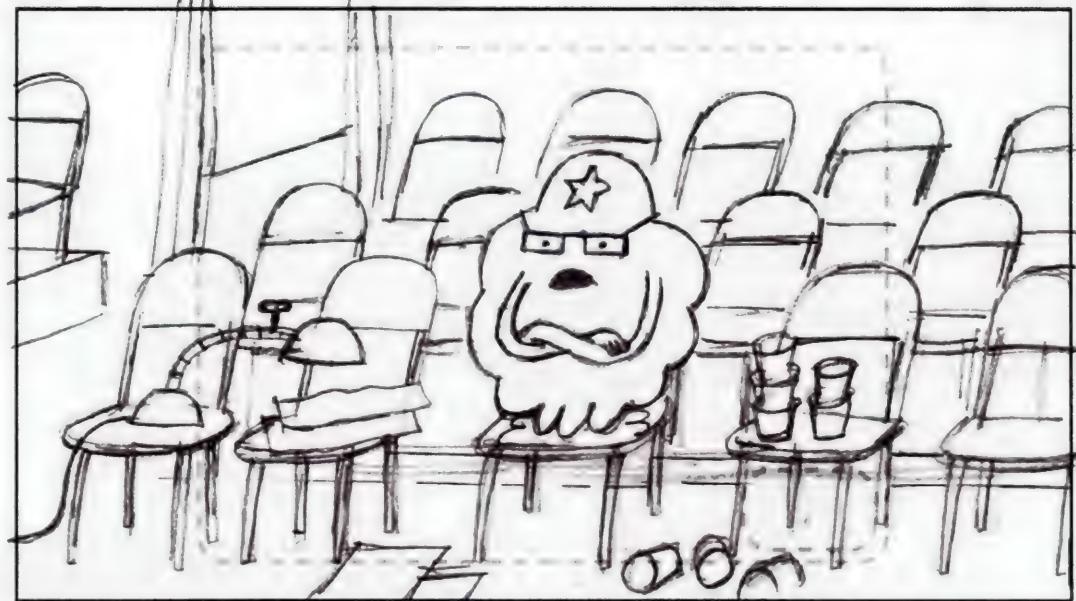
day night

**Sc. 41**

**Pnl. B**

**Bg.**

day night



**Dialog:** LSP: It's - - -

LSP: - - - not - - -

**Action:** On LSP (wearing reading glasses).

JUN 09 2015

**Timing:**

Production :

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# ADVENTURE TIME



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Sc. 41 cont Pnl. C

Bg.

day night

Sc. 41 cont Pnl. D

Bg.

day night



**Dialog:** LSP: --- a hurricane!

LSP: AGAIN!

**Action:** LSP removes her reading glasses.

LSP shouts to Viola, who is backstage.

JUN 09 2015

**Timing:**

Production :

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## ADVENTURE TIME

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Page

Sc. 42

Pnl. A

Bg.

day night



Sc. 42

cont

Pnl. B

Bg.

day night



**Dialog:** SFX: Boom-mm-mm!

**Action:** Cut to: Rehearsal has resumed, and Viola is making more thunder sound effects.

**Timing:**



settle sheet of metal.



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# ADVENTURE TIME



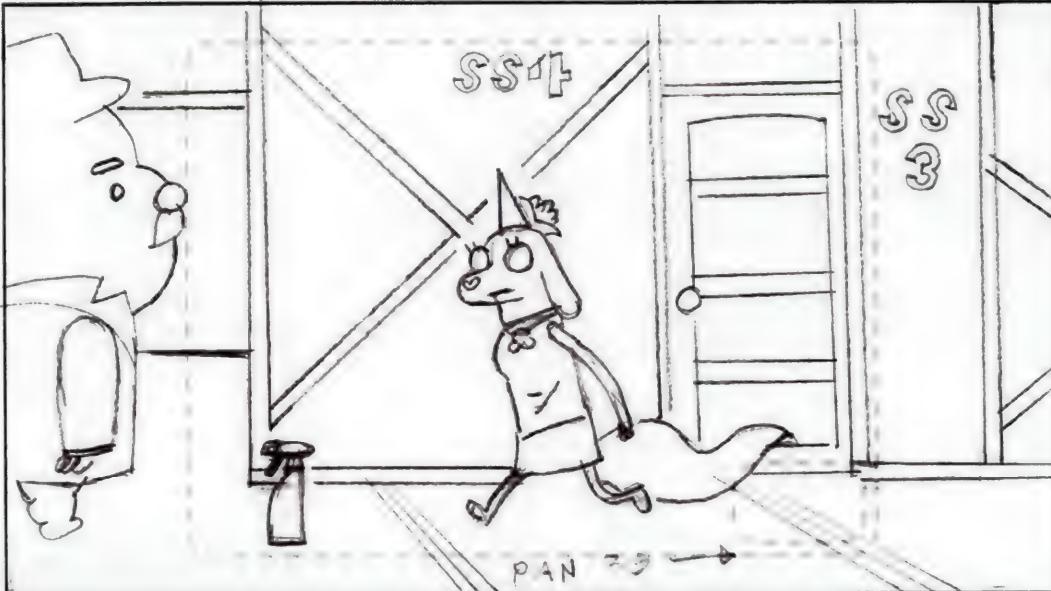
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Sc. 42 *cont*

Pnl. C

Bg.

day night

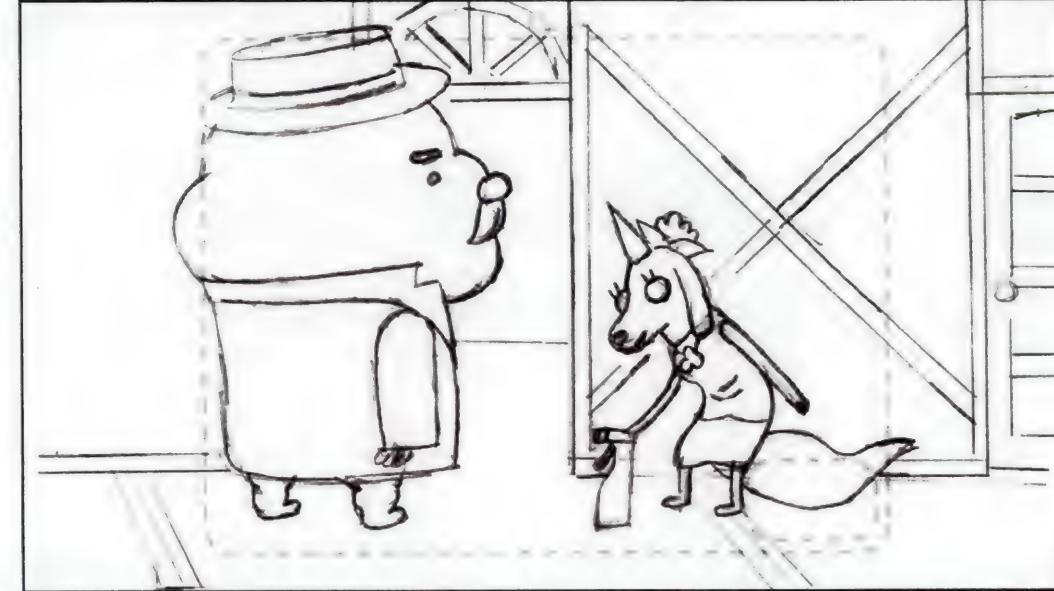


Sc. 42 *cont*

Pnl. D

Bg.

day night



Dialog:

Action:

pan w. Viola.

Viola picks up a spray bottle of water.

JUN 09 2015

Timing:

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# ADVENTURE TIME



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Page

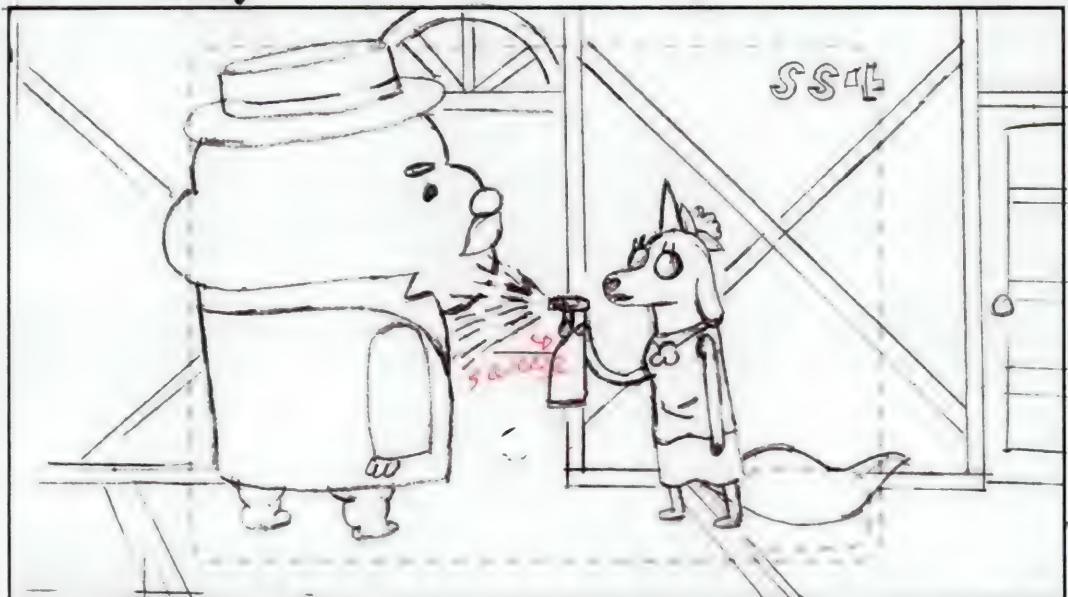
1034/223

Sc. 42 cont

Pnl. E

Bg.

day night



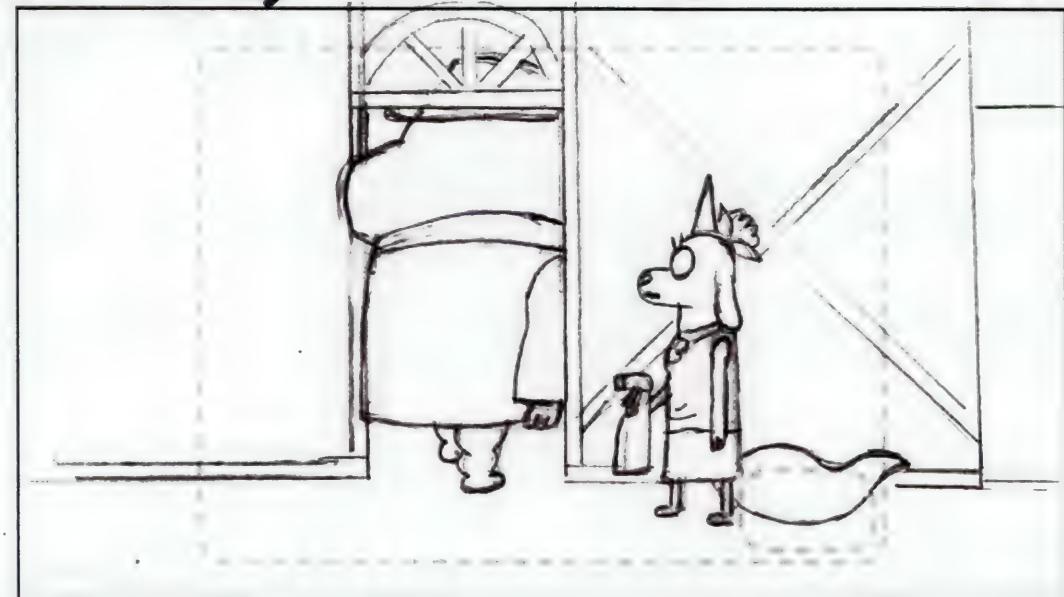
Sc. 42

cont

Pnl. F

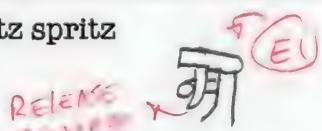
Bg.

day night



Dialog:

SFX: Spritz spritz spritz



SFX: Scrunch!

Action:

Viola sprays Mr. Cupcake with a delicate spray of water.

Timing:



Mr. Cupcake walks onto the set.

JUN 09 2015

Production :

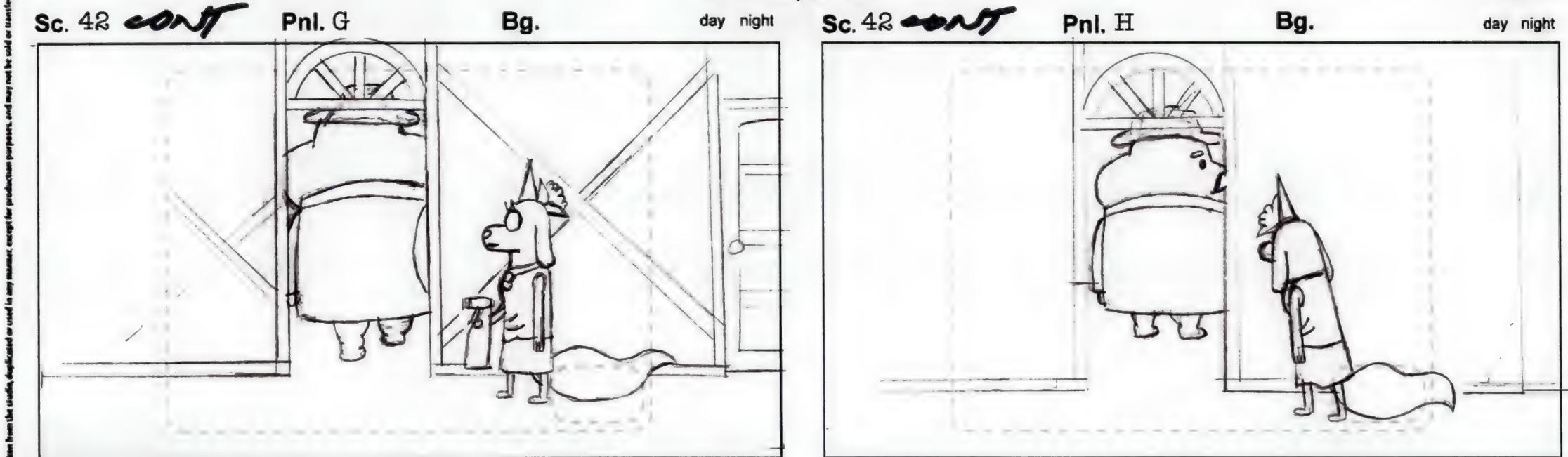
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Page

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<b>Dialog:</b>	SFX: Clomp clomp clomp clomp	<b>Mr. C:</b> Coming down like cats and ---
<b>Action:</b>	Mr. Cupcake stomps onto the set, to stand beside the couch.	Mr. Cupcake says his line to Tree Trunks.
<b>Timing:</b>	JUN 09 2015	

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# ADVENTURE TIME



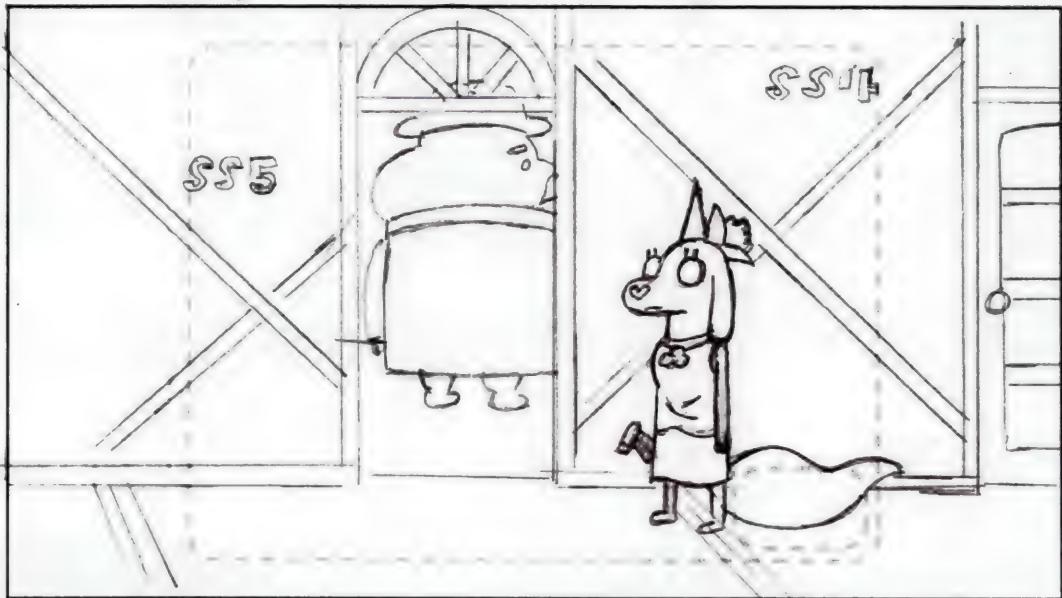
Page 109

**Sc. 42** *cont*

Pnl. I

Bg.

day night

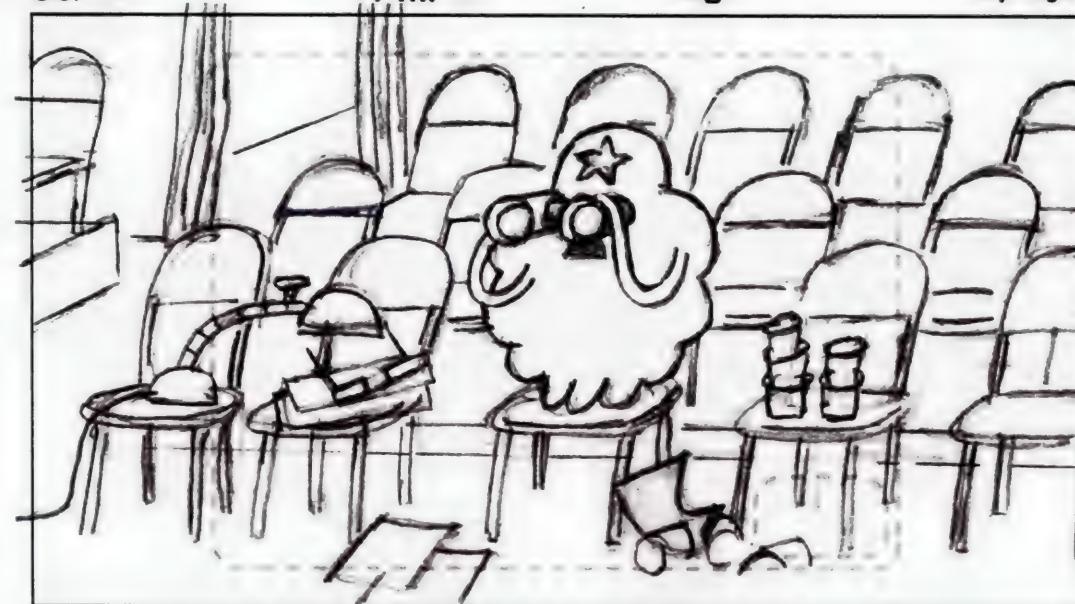


**Sc. 43**

Pnl. A

Bg.

day night



**Dialog:**

LSP (O/S): THAT'S TOO LIGHT! IT'S --

LSP: --- NOT A DRIZZLE!

**Action:**

- On LSP with binoculars, looking at the rain effects on Mr. Cupcake's overcoat.

JUN 09 2015

**Timing:**

Production :

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# ADVENTURE TIME



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Sc. 43

~~cont~~ Pnl. B

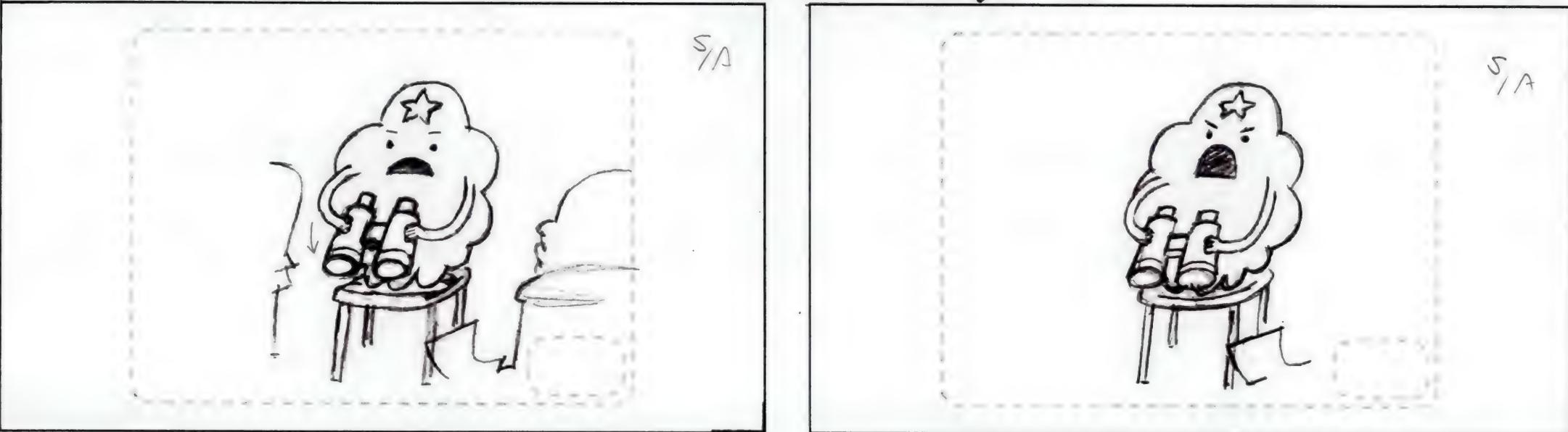
Bg.

day night

~~Sc. 43~~ ~~cont~~

Pnl. C

day night



**Dialog:**

LSP: What about 'Summer Showers' don't you ---

LSP: --- understand?

**Action:**

LSP lowers her binoculars.

LSP shouts to everyone, frustrated.

JUN 09 2015

**Timing:**

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# ADVENTURE TIME



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Sc. 43 ~~cont~~

Pnl. D

Bg.

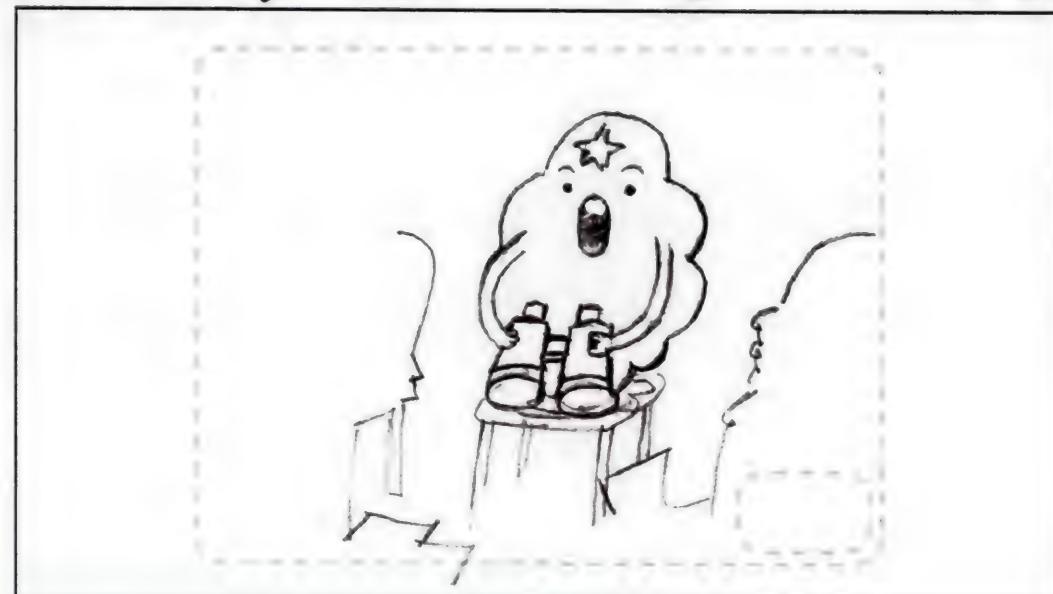
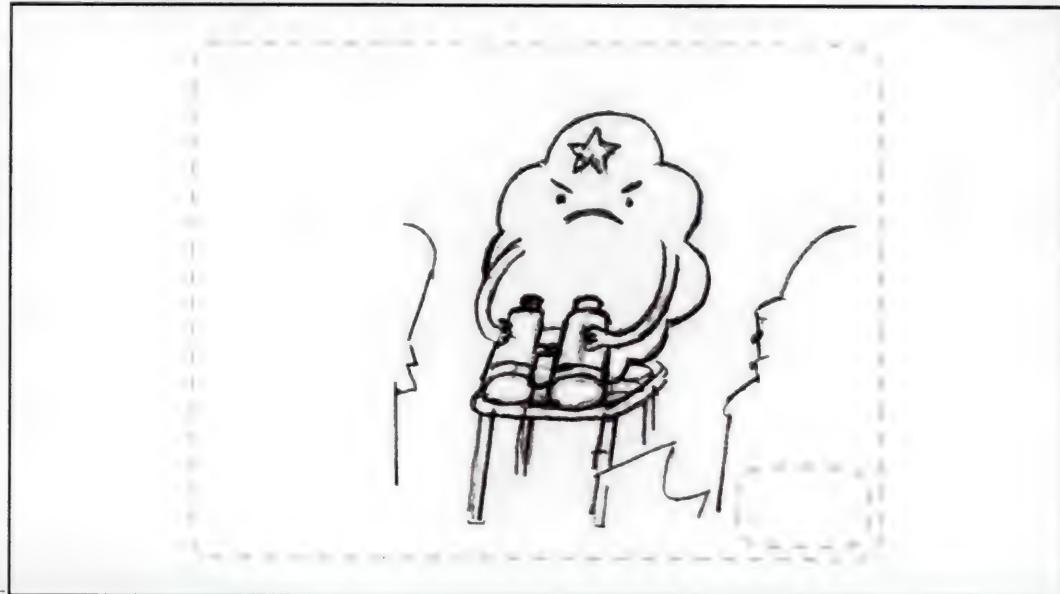
day night

Sc. 43 ~~cont~~

Pnl. E

Bg.

day night



Dialog:

LSP: HEY! VIOLA!

Action: Pause LSP. Thinking.

LSP shouts to Viola, who is backstage.

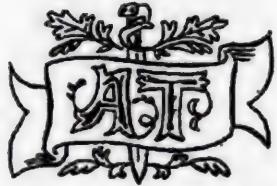
JUN 09 2015

Timing:

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# ADVENTURE TIME



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Sc. 44

Pnl. A

Bg.

day night



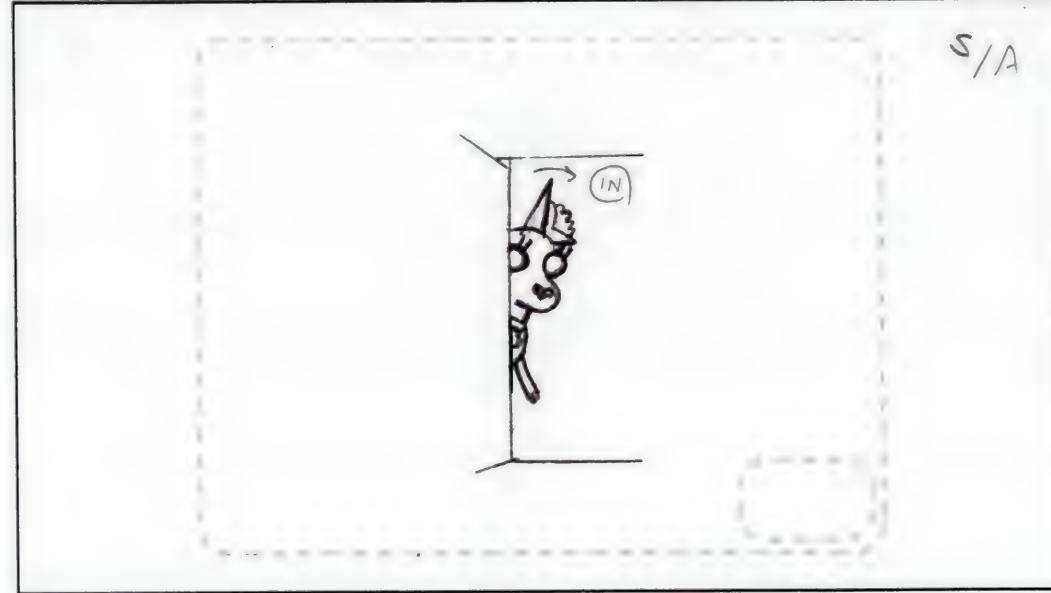
Sc. 44

*cont*

Pnl. B

Bg.

day night



Dialog:

LSP (o.s.)/ [whistle]

Action: Tree Trunks and Mr. Cupcake look nervous.

Viola peekaounds the doorway in the set.

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Timing:

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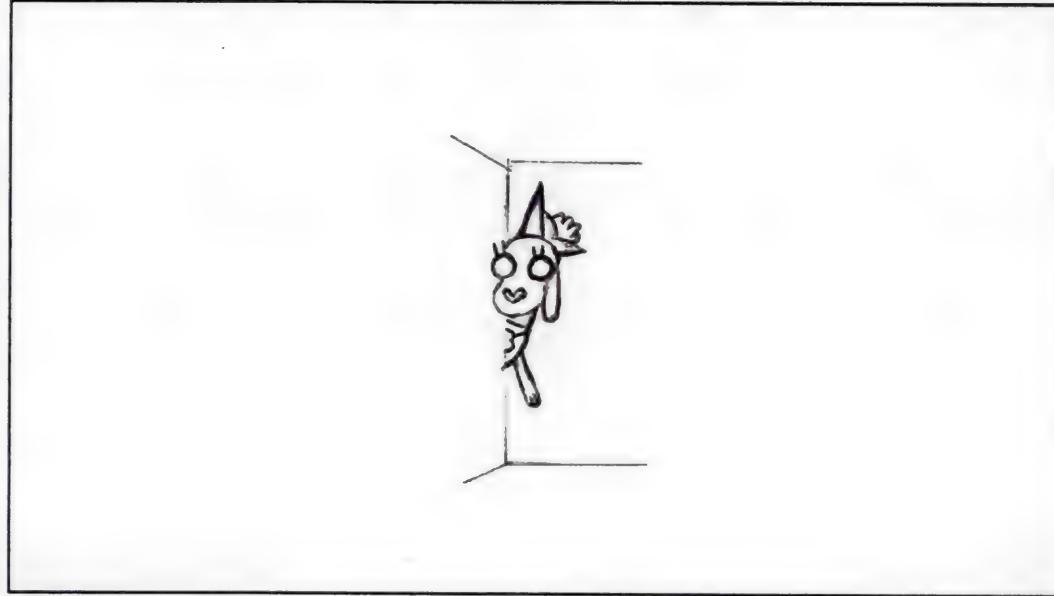


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Page

Sc. 44 ~~cont~~ Pnl. C

Bg.

day night



Sc. 45

Pnl. A

day night



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Dialog:

Action: Viola looks to LSP.

LSP is whistling to Viola, like whistling for a dog.

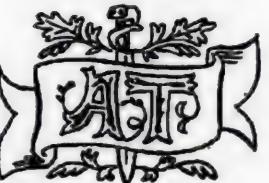
JUN 09 2015

Timing:

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Page

Sc. 45 ~~cont~~

Pnl. B

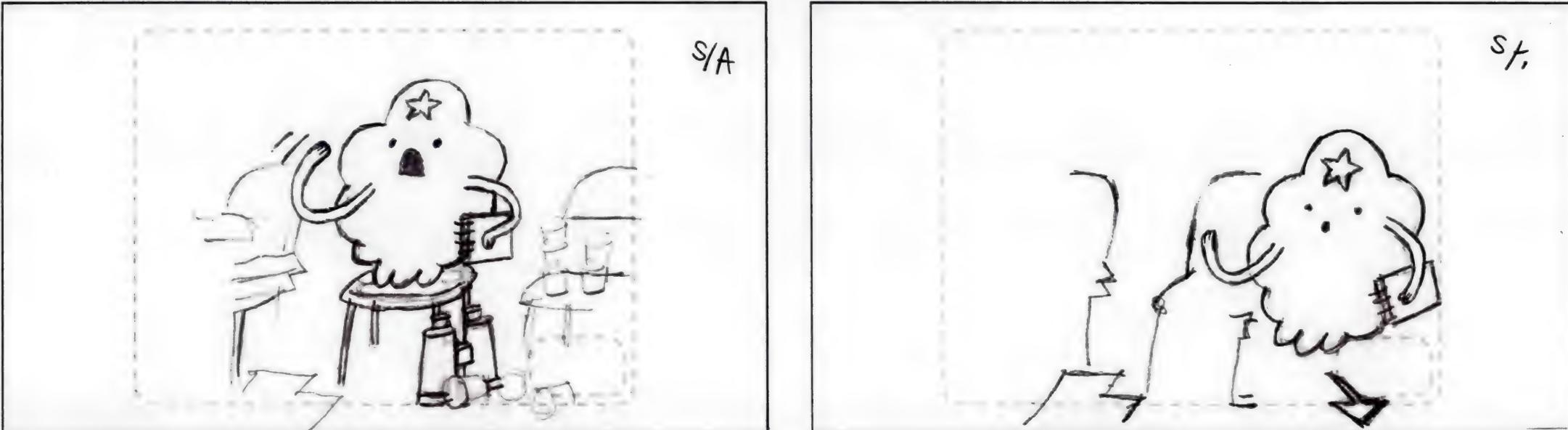
Bg.

day night

Sc. 45 ~~cont~~

Pnl. C

day night



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**Dialog:**

LSP: Viola!

LSP: [whistle]

**Action:** LSP gestures to Viola, beckoning.

LSP exits, still beckoning.

**Timing:**

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# ADVENTURE TIME



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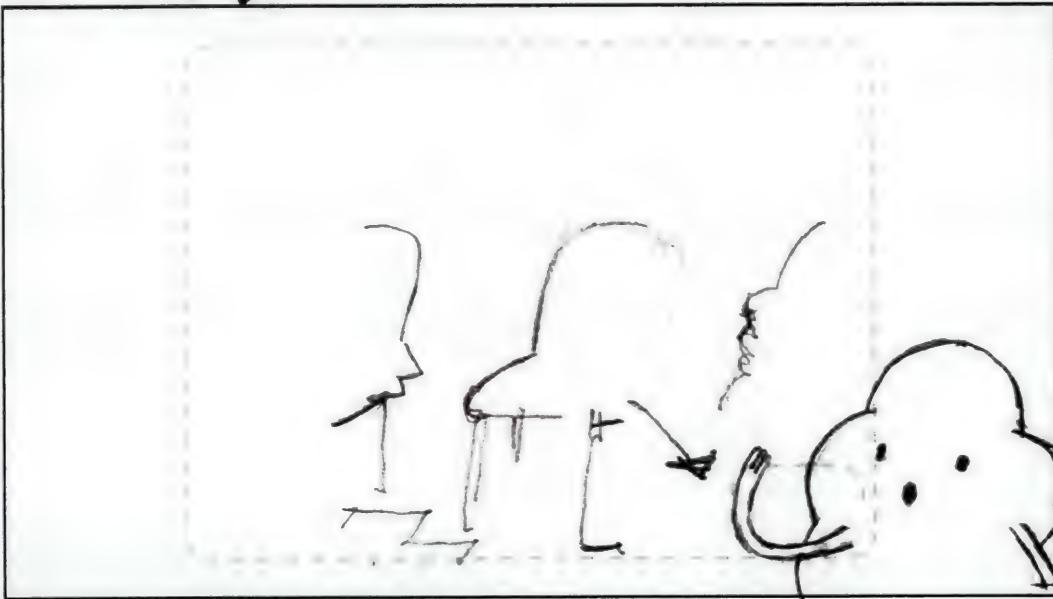
Sc. 45

*cont*

Pnl. D

Bg.

day night



Sc. 46

Pnl. A

Bg.

day night



Dialog:

LSP/ Here girl!

LSP: [whistle]

Action:

exit LSP.

Viola walks through the set, dutifully, toward LSP.

JUN 09 2015

Timing:

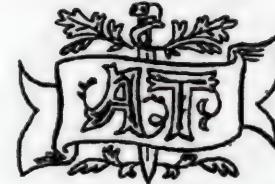
EPISODE #

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## ADVENTURE TIME

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Page

Sc. 46 cont Pnl. B

Bg.

day night

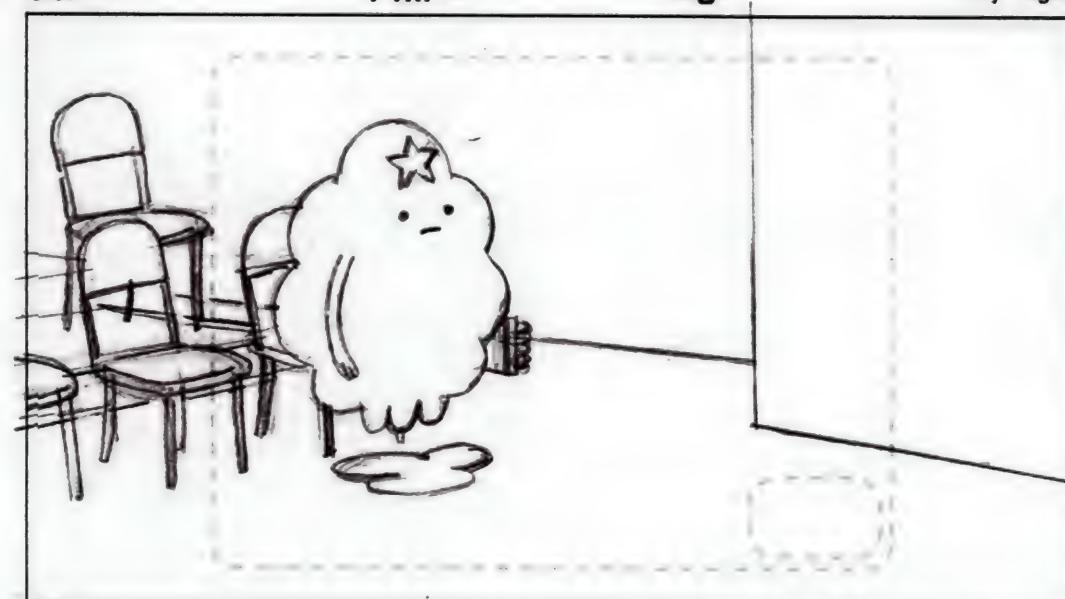


Sc. 47

Pnl. A

Bg.

day night



Dialog:

LSP

TWEET - TWEET - TWEET

Action:

cont. Viola walking toward LSP.

On LSP, waiting for Viola, near the stairway to the roof.

Timing:



JUN 09 2012

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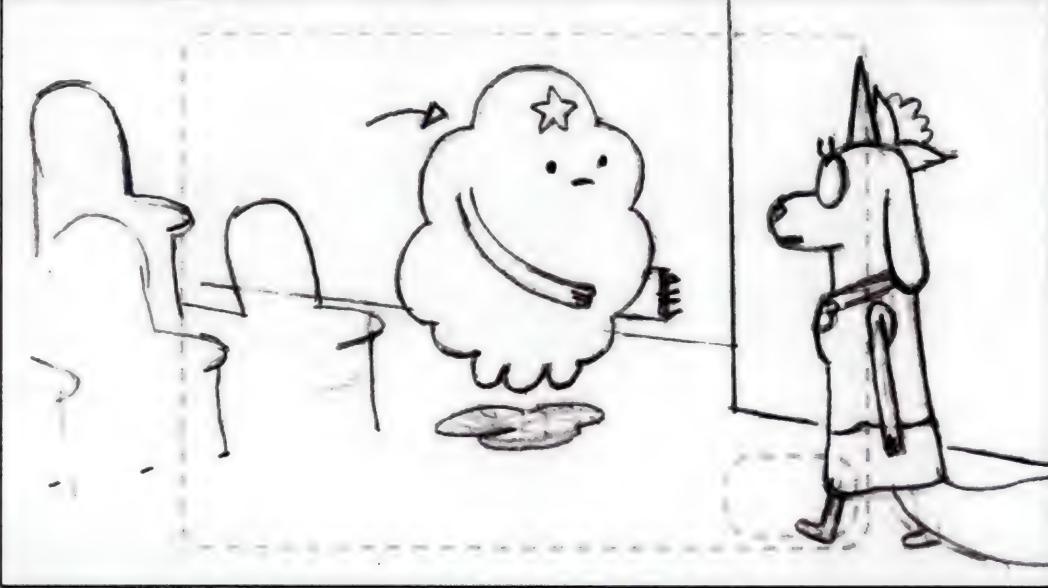
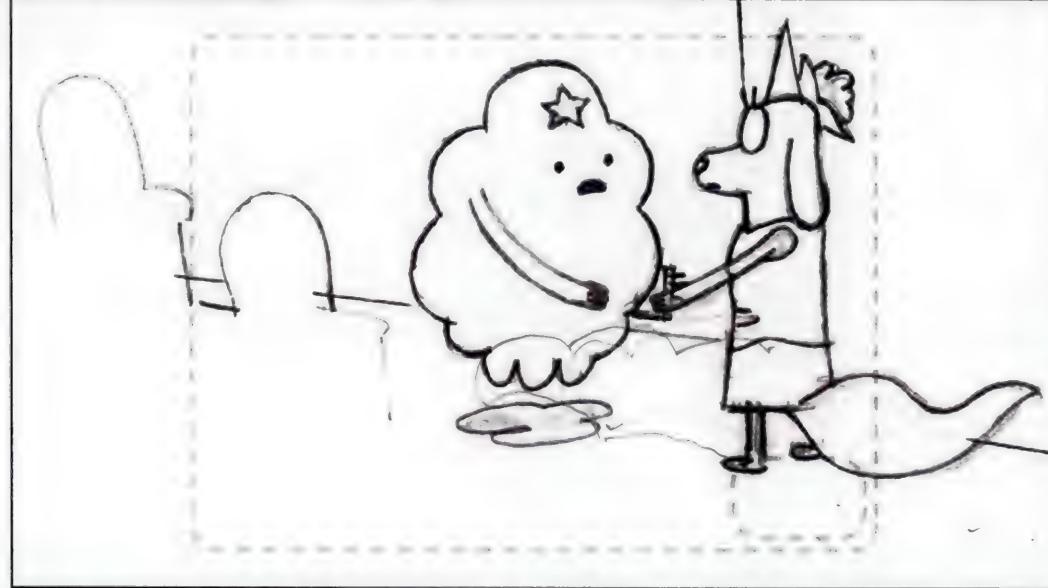
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# ADVENTURE TIME



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<b>Sc. 47</b> <i>cont</i> 	<b>Pnl. B</b> <b>Bg.</b> day night <b>Sc. 47</b> <i>cont</i> 	<b>Pnl. C</b> <b>Bg.</b> day night
<b>Dialog:</b>     <b>Action:</b> LSP gestures toward Viola / Viola enters.    <b>Timing:</b>		
<u>LSP:</u> Come on,     JUN 09 2015		

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## ADVENTURE TIME



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Sc. 47 cont Pnl. D

Bg.

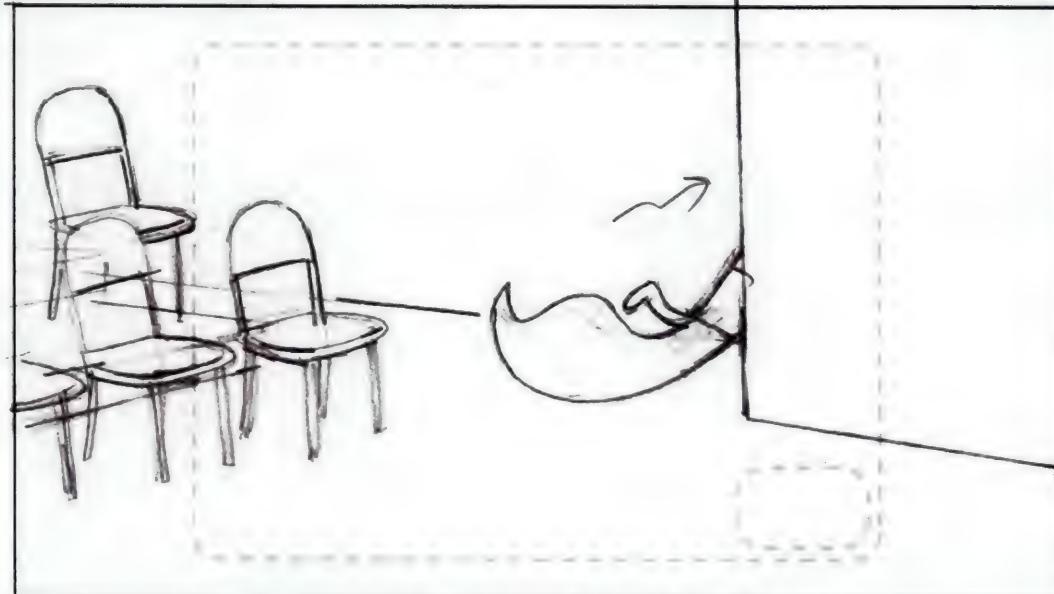
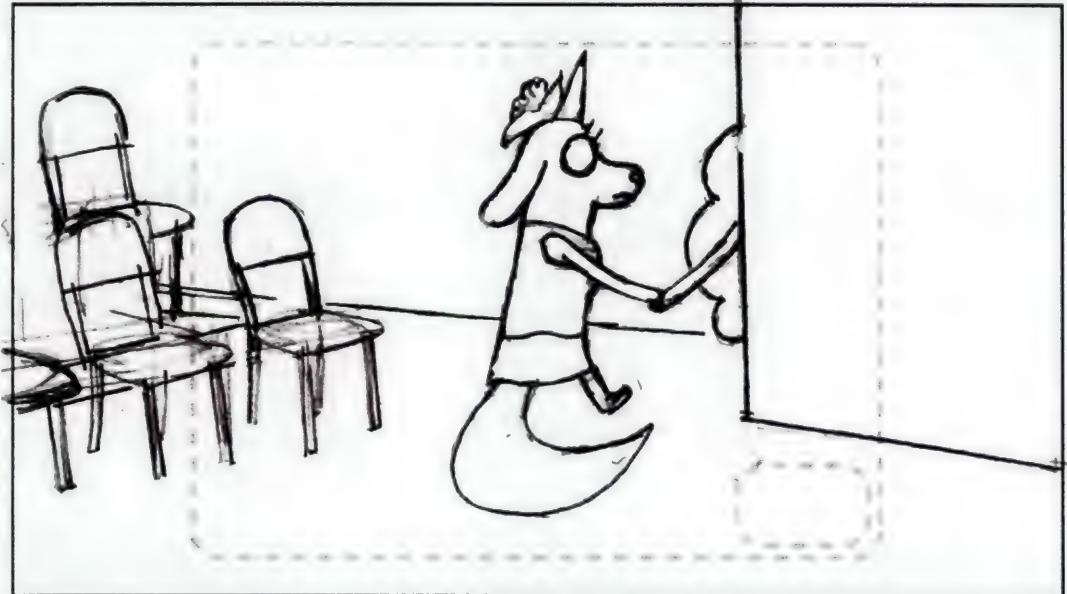
day night

Sc. 47 cont

Pnl. E

Bg.

day night



## Dialog:

LSP: I want to show you something.

## Action:

LSP grabs Viola. They enter the stairway to the roof.

JUN 09 2015

## Timing:

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# ADVENTURE TIME



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Page NO PG/120  
day night

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Sc. 47 *cont* Pnl. F

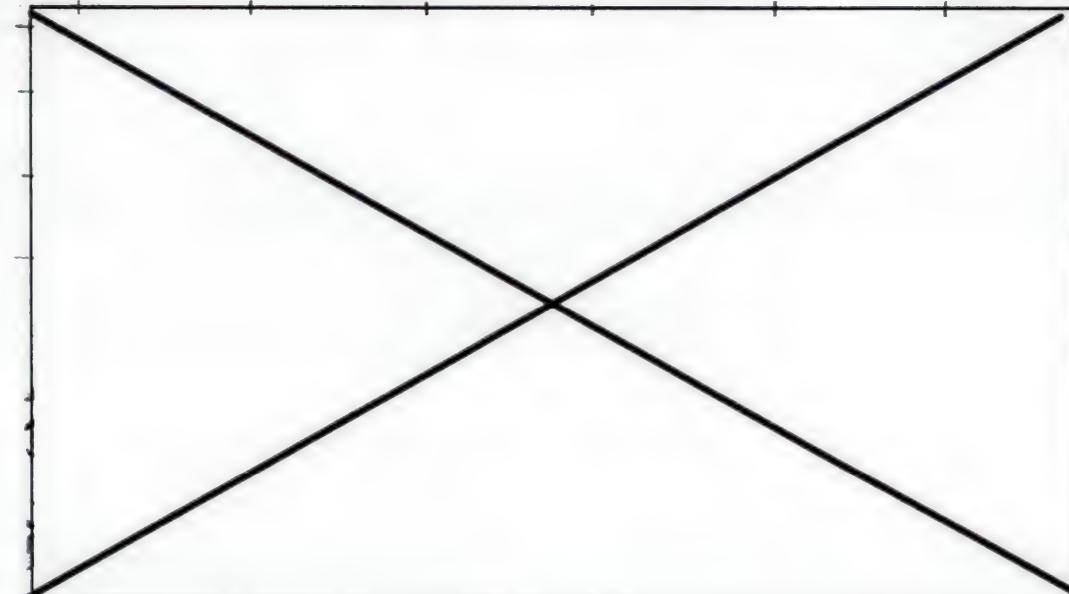
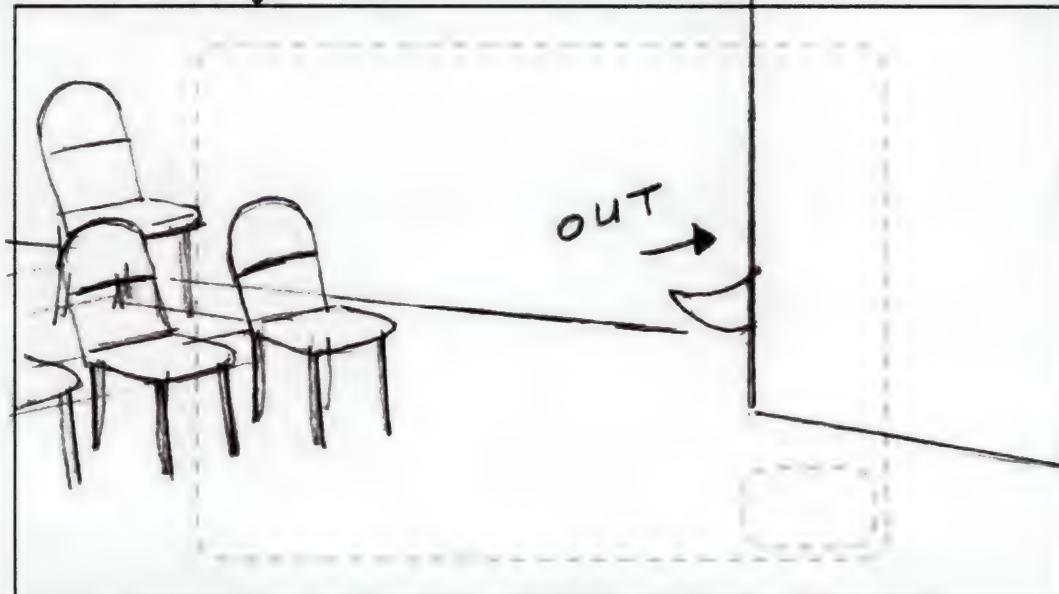
Bg.

day night

Sc.

Pnl.

Bg.



Dialog:

Action:

LSP and Viola go up the stairs to the roof.

JUN 09 2015

Timing:

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# ADVENTURE TIME



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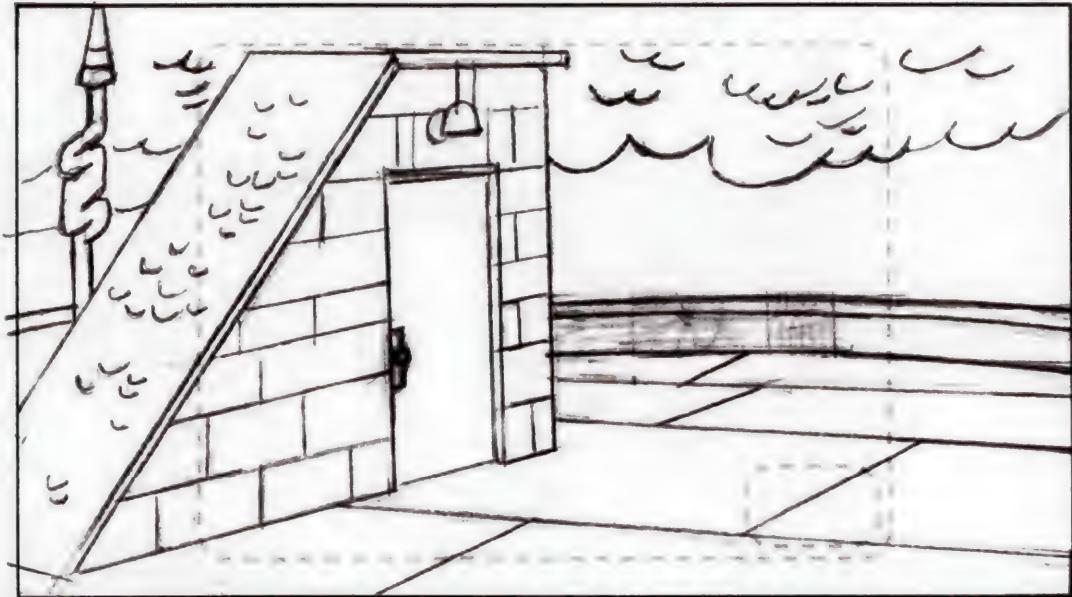
1034/223

Sc. 49

Pnl. A

Bg.

day night

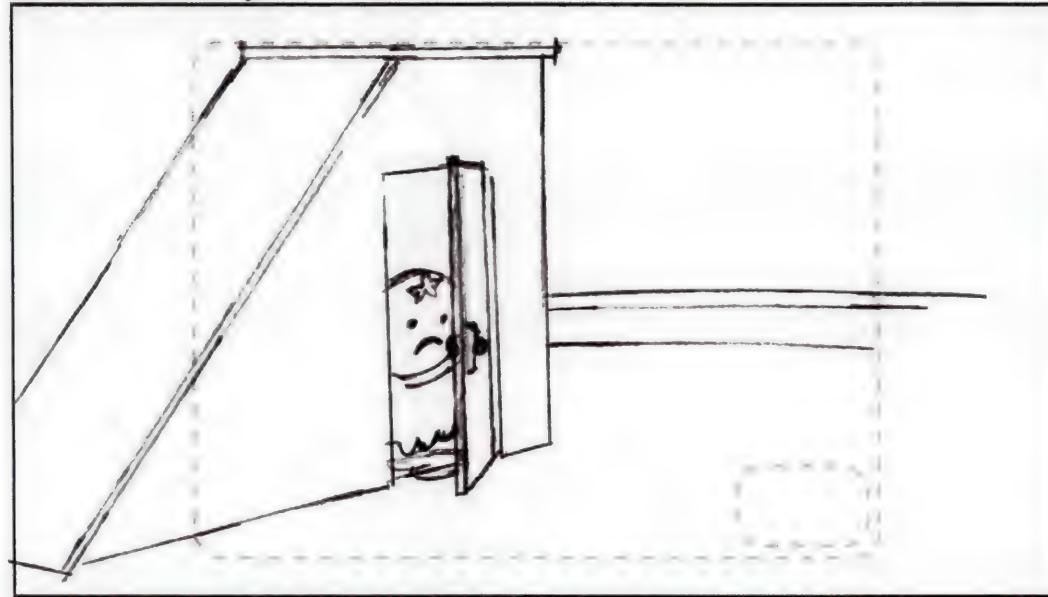


Sc. 49 ~~cont~~

Pnl. B

Bg.

day night



**Dialog:**

SFX: Chunk! [door latch]

**Action:**

On the roof of the playhouse.

LSP opens the rooftop door (a heavy fire-door).

JUN 09 2015

**Timing:**

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# ADVENTURE TIME



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Sc. 49 *cont*

Pnl. C

Bg.

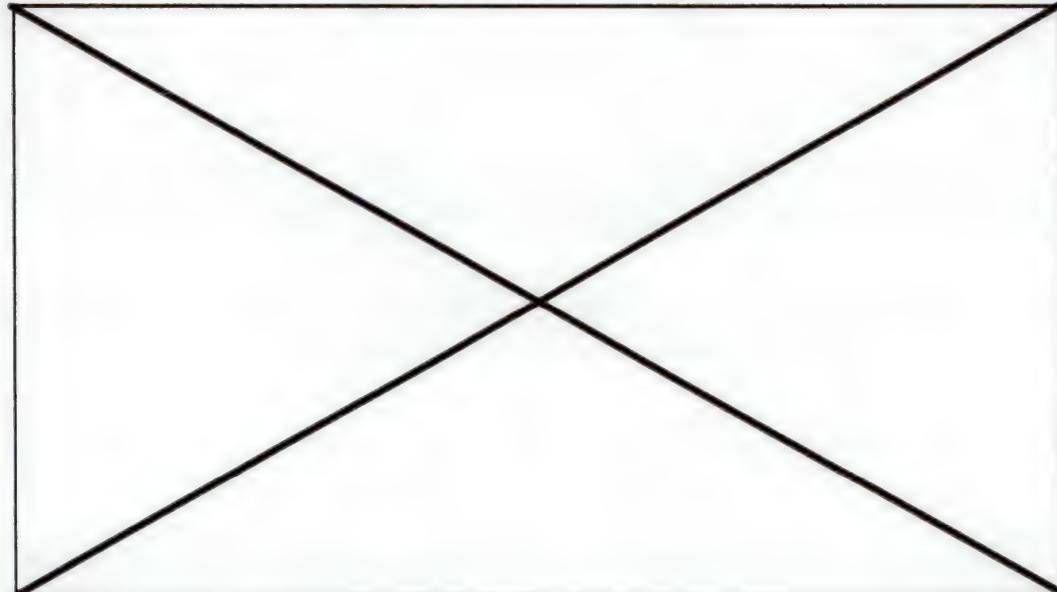
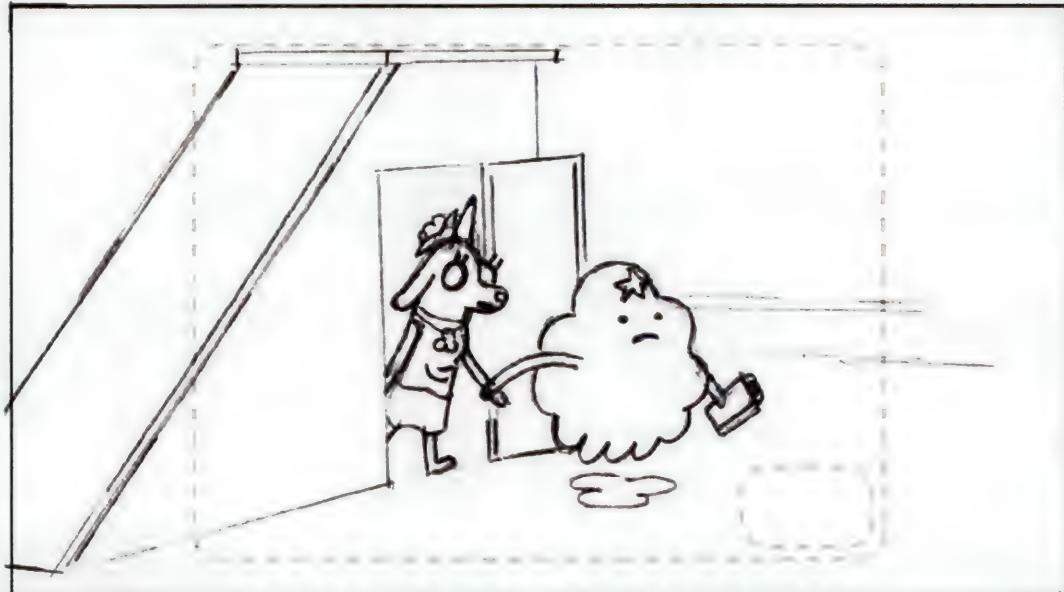
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action: LSP leads Viola onto the roof.

JUN 09 2011

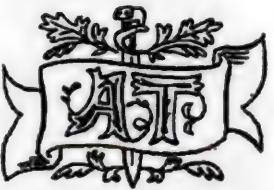
Timing:

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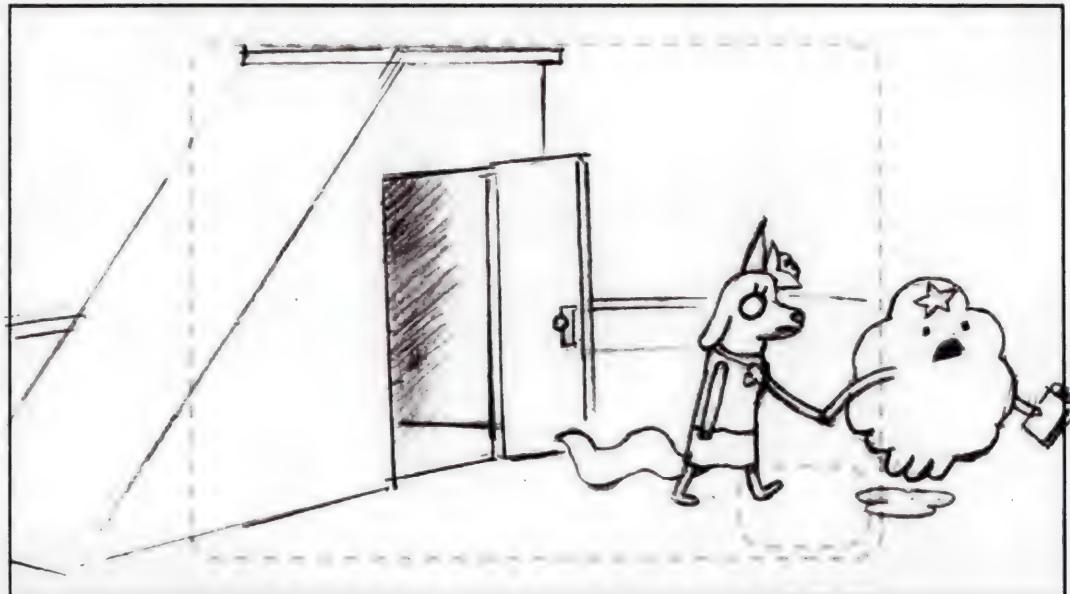


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Sc. 49 ~~CONT~~ Pnl. D

Bg.

day night

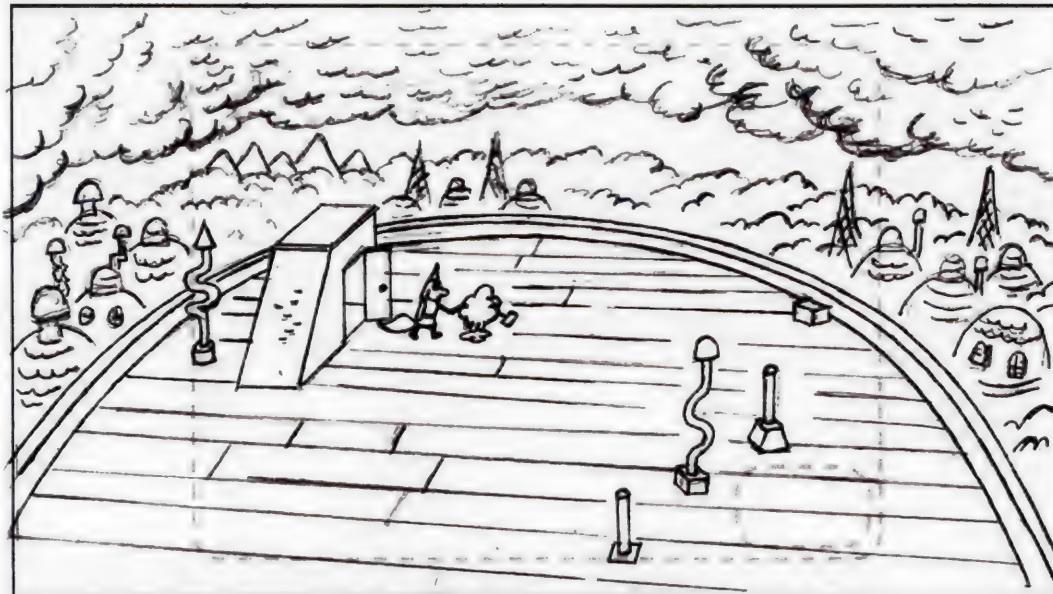


Sc. 50

Pnl. A

Bg.

day night



**Dialog:** LSP: I think it's --- GUNNA Rain SOON

LSP SO I'M GUNNA ..  
SHOW YOU --

**Action:** LSP and Viola exit the scene. (They leave the door open.)

LSP leads Viola to the other side of the roof.  
(The door is still open.)

JUN 09 2015

**Timing:**

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# ADVENTURE TIME



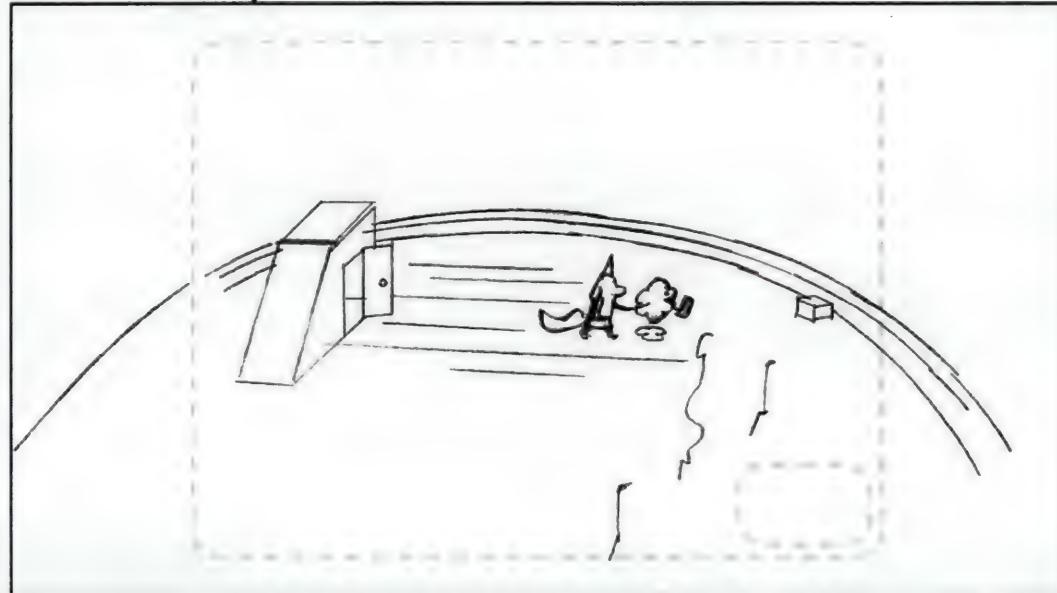
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Sc. 50 cont Pnl. B

Bg.

day night



Sc. 51

Pnl. A

Bg.

day night



Dialog:

LSP: --- what real

Summer showers look like

LSP AND I

Action:

LSP leads Viola to the edge of the roof.

Timing:

JUN 09 2015

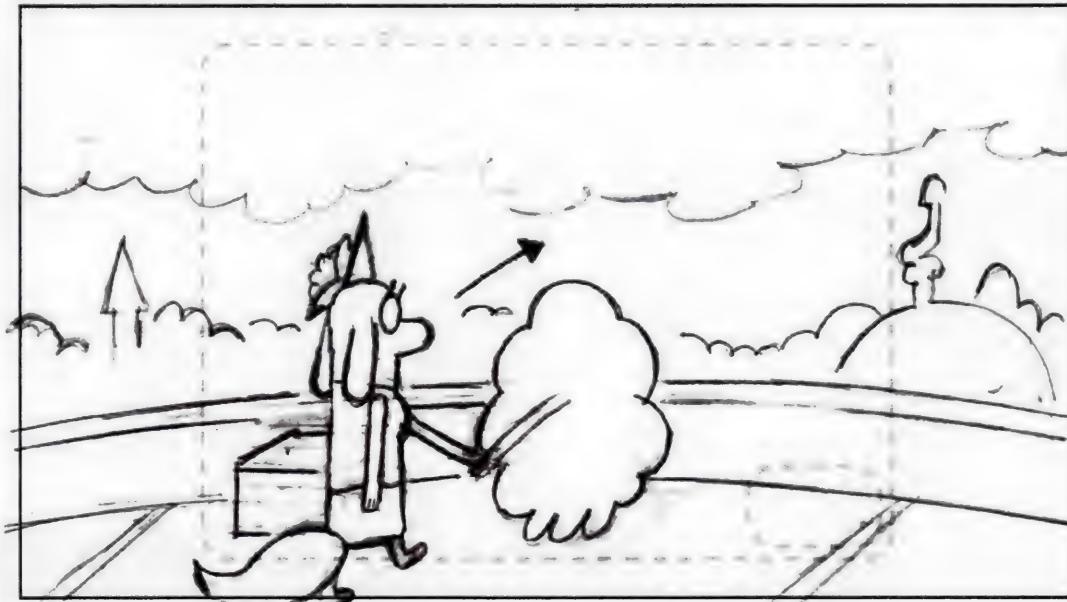
Production :

## ADVENTURE TIME

Page 125Sc. 51 ~~cont~~ Pnl. B

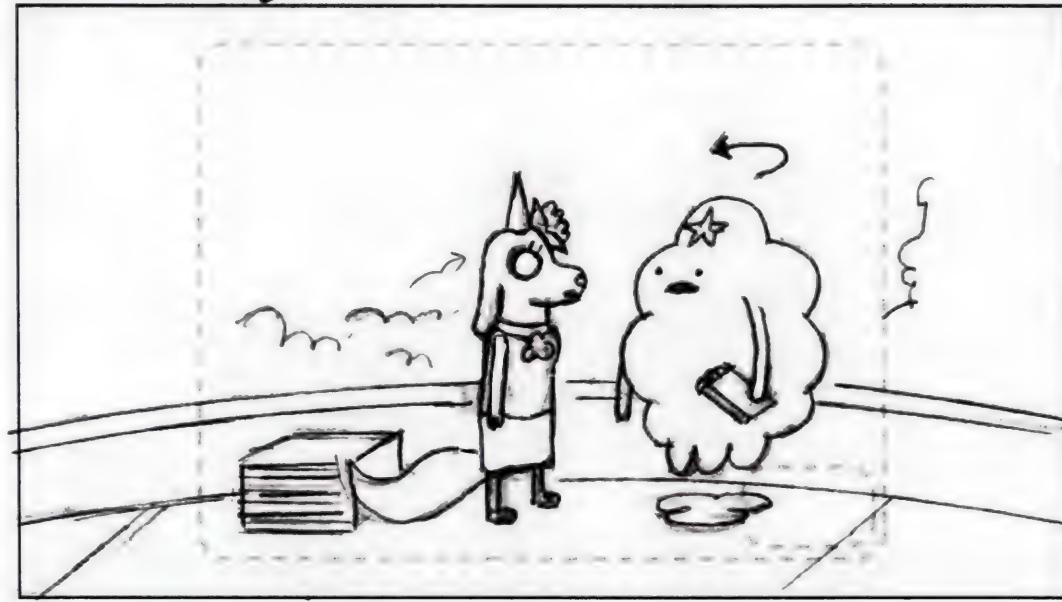
Bg.

day night

Sc. 51 ~~cont~~ Pnl. C

Bg.

day night



## Dialog:

LSP:

want you to make  
little sketchbooks

## Action:

LSP:

OF Rain

LSP stops at the edge of the roof -- (a good observation spot to study the rain).

JUN 09 2015

## Timing:

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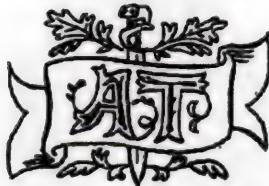
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Page

Sc. 51 *cont* Pnl. D

Bg.

day night

Sc. 51 *cont*

Pnl. E

Bg.

day night



Dialog:

LSP *Drops A= Reference material*

Action: LSP hands over her notebook to Viola.

JUN 09 2015

Timing:

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# ADVENTURE TIME



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Page

Sc. 51 ~~cont~~ Pnl. F

Bg.

day night

Sc. 51 ~~cont~~

Pnl. G

Bg.

day night



**Dialog:** Viola: Do you REALLY THINK THIS IS WORTHWHILE?

LSP: Yes!

**Action:**

JUN 09 2015

**Timing:**

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Sc. 51 ~~cont~~

Pnl. H

Bg.

day night

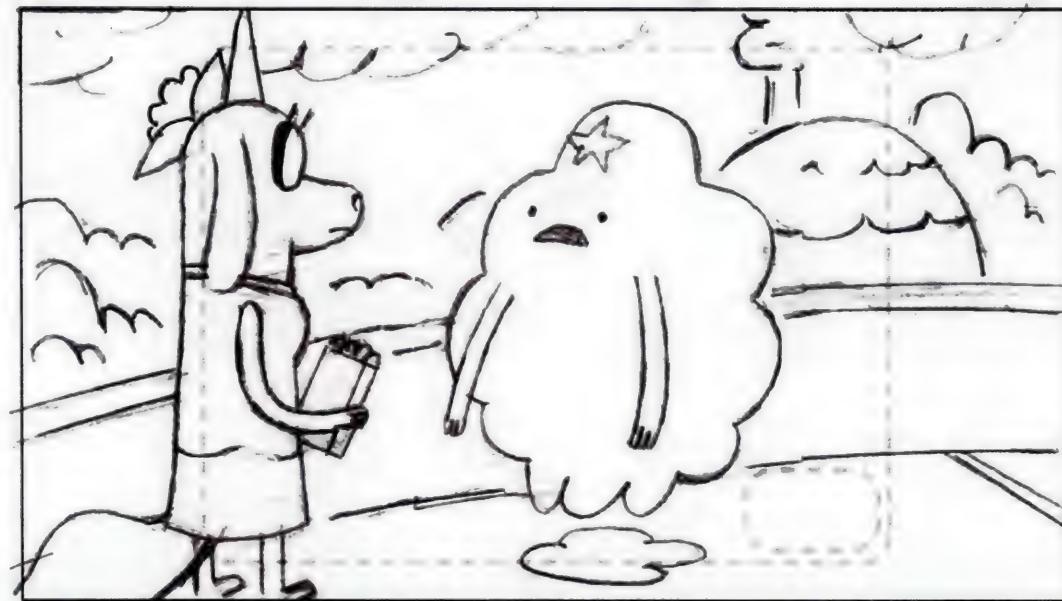


Sc. 52

Pnl. A

Bg.

day night



Dialog:

LSP: GAH!

LSP: How can I explain this

Action:

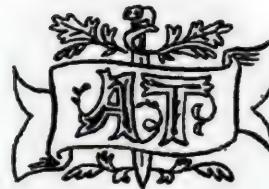
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Timing:

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Page 129**Sc. 52** *cont*

Pnl. B

Bg.

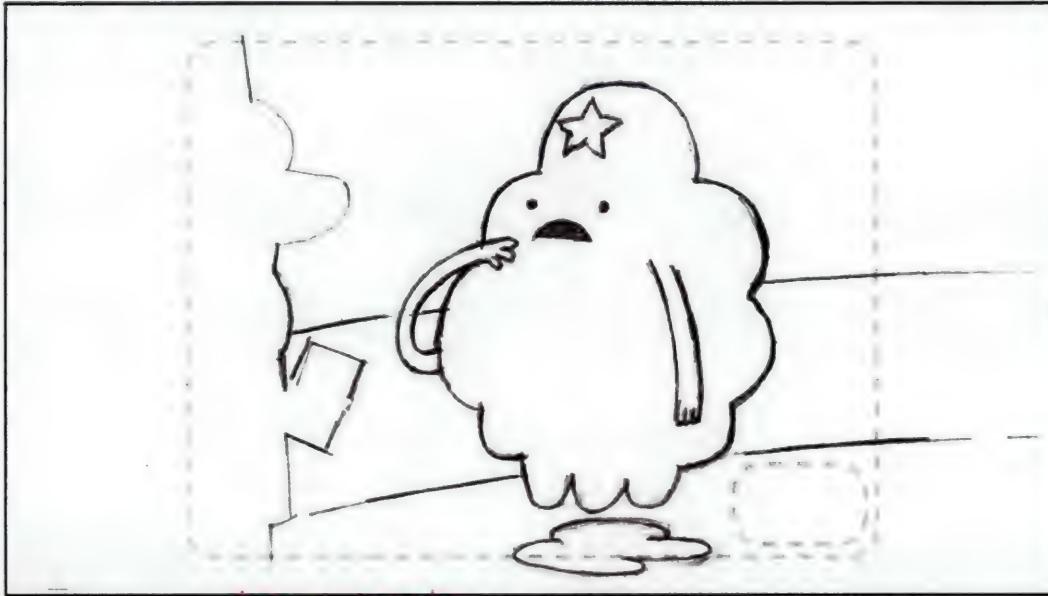
day night

**Sc. 52** *cont*

Pnl. C

Bg.

day night



*AS SIMPLY*  
**Dialog:** LSP: as possible?

...

**Action:**

JUN 09 2015

**Timing:**

Production :

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Sc. 52 cont Pnl. D

Bg.

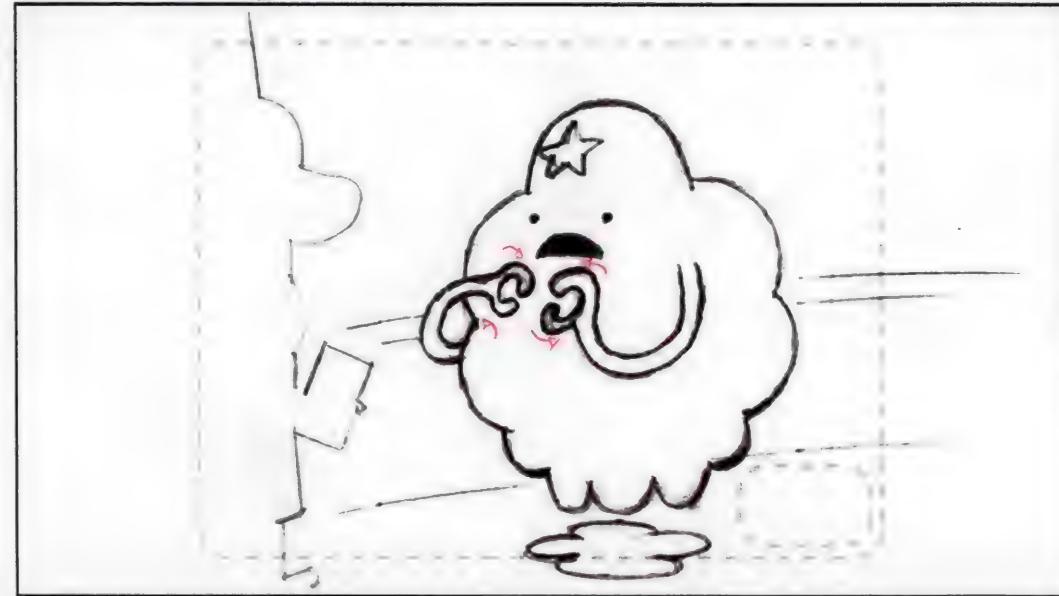
day night



Sc. 52 cont Pnl. E

Bg.

day night



**Dialog:** LSP: In my play, I don't want to see big, big gloopy raindrops...

**Action:** LSP makes a gesture to show 'bigness'.

**Timing:**

LSP: ... and I don't want to see teeny weeny tiny raindrops.

S P makes a gesture to show 'smallness'.



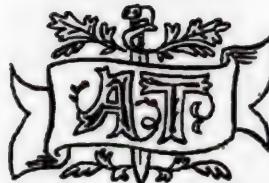
JUN 09 2011

Product

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# ADVENTURE TIME



Page 131

Sc. 52 ~~cont~~

Pnl. F

Bg.

day night

Sc. 52 ~~cont~~

Pnl. G

Bg.

day night



**Dialog:** LSP: What I want to see is raindrops that are ---

LSP: --- just right!

**Action:**

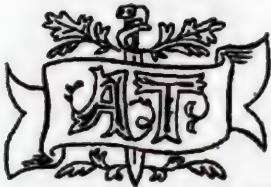
JUN 09 2015

**Timing:**

Production :

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# ADVENTURE TIME



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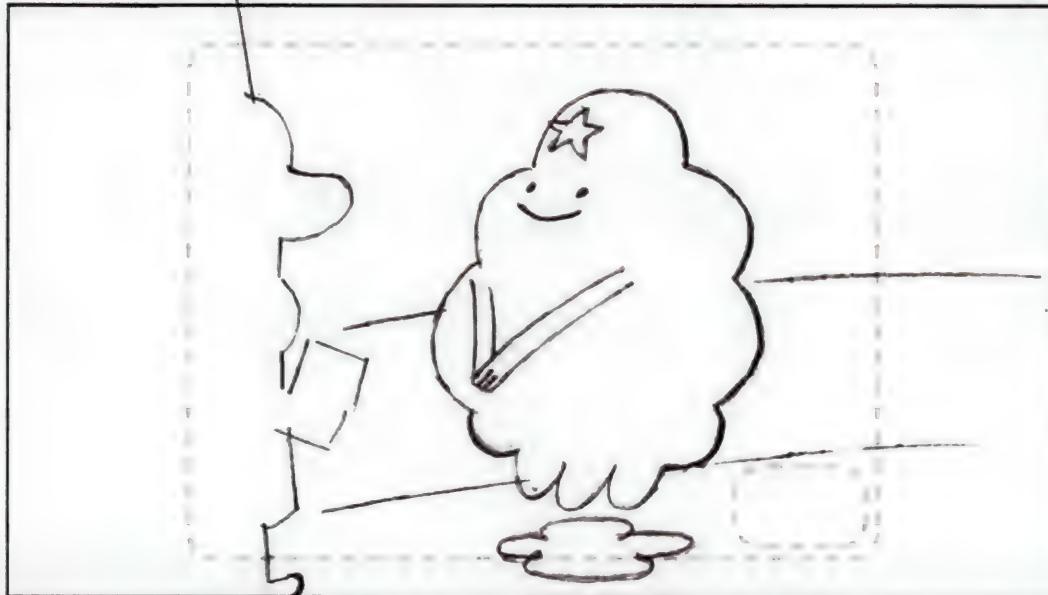
1034/223

Sc. 52 cont

Pnl. H

Bg.

day night

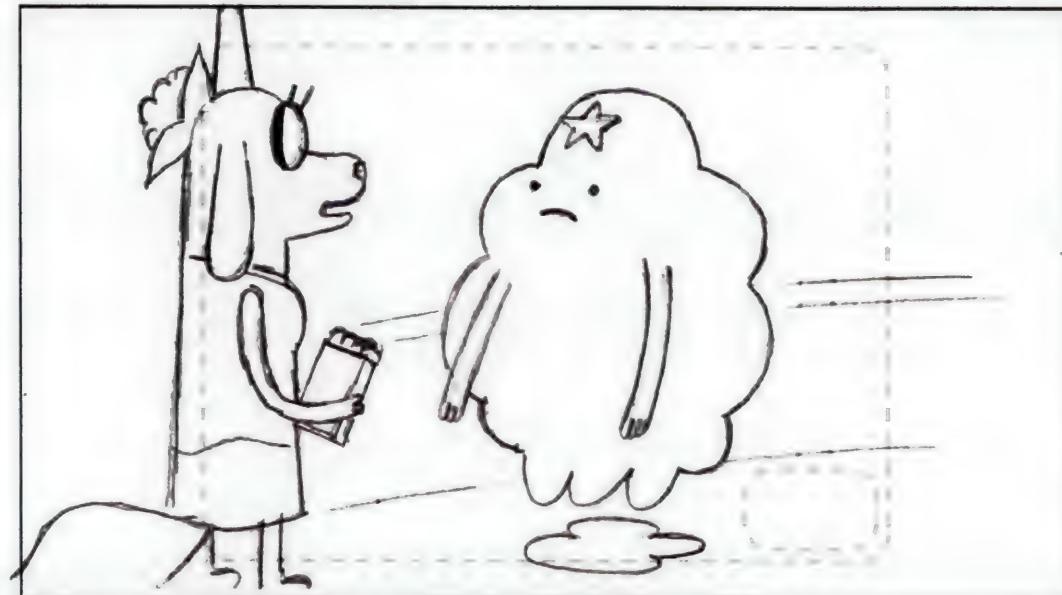


Sc. 52 cont

Pnl. I

Bg.

day night



**Dialog:**

Viola: Neither too big nor too --

**Action:** LSP is happy because she has explained something with brilliant simplicity.

Viola makes a simple comment.

JUN 09 2015

**Timing:**

Production :

EPISODE # 1034-223

# ADVENTURE TIME



Page 133

Sc. 52 ~~cont~~

Pnl. J

Bg.

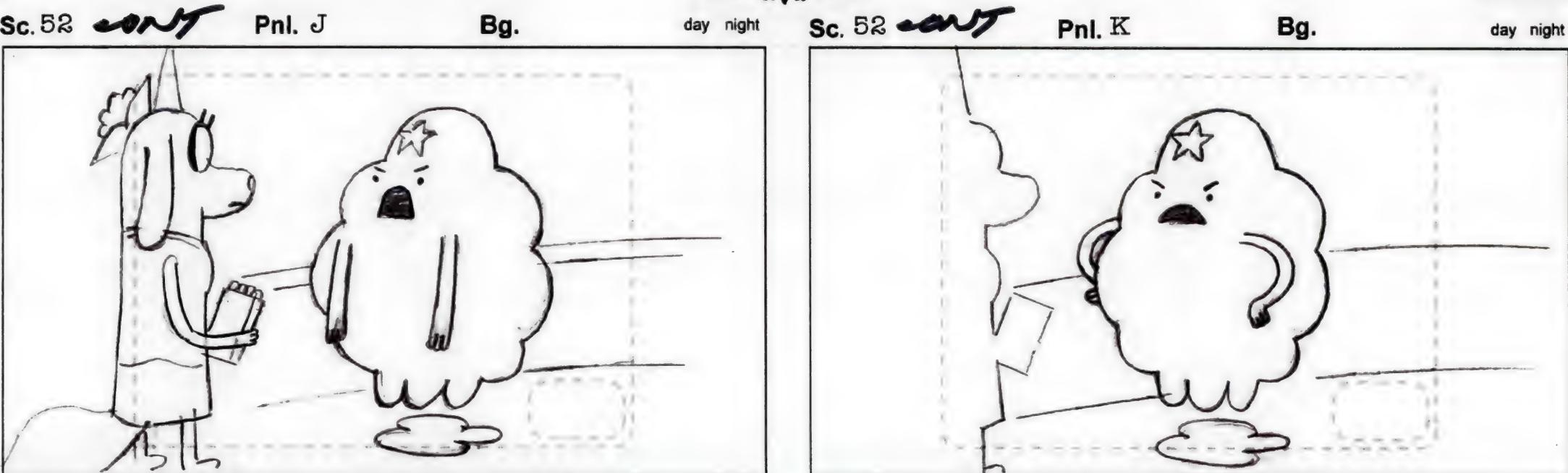
day night

Sc. 52 ~~cont~~

Pnl. K

Bg.

day night



**Dialog:**

LSP: Stop interrupting me when I'm

trying to explain things  
child—

**Action:**

LSP loses patience with Viola.

JUN 09 2015

**Timing:**

Production :

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# ADVENTURE TIME



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Page

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Production :

1034/223

Sc. 52 ~~cont~~ Pnl. L

Bg.

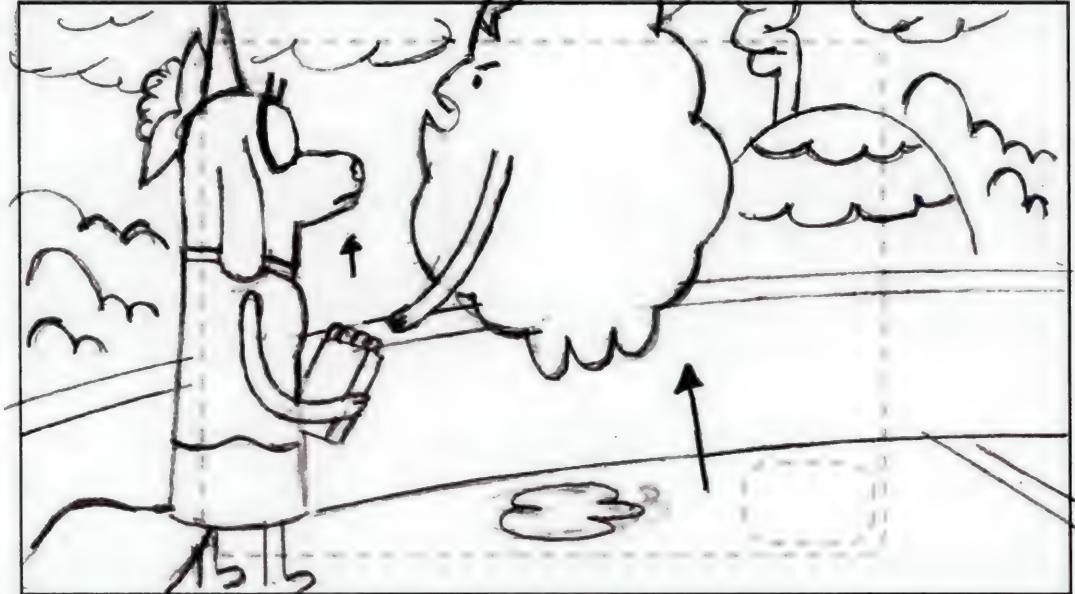
day night



Sc. 52 ~~cont~~ Pnl. M

Bg.

day night



Dialog:

LSP

clishly

Action: LSP pulls herself onto the side of the roof, to sit down.

JUN 09 2015

Timing:

1034/223

# ADVENTURE TIME



135  
Page

Sc. 53

Pnl. A

Bg.

day night

Sc. 53

~~cont~~

Pnl. B

Bg.

day night



Dialog:

LSP: Every ---

Action:

JUN 09 2015

Timing:

Production :

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# ADVENTURE TIME



136  
Page \_\_\_\_\_

Sc. 53 *cont*

Pnl. C

Bg.

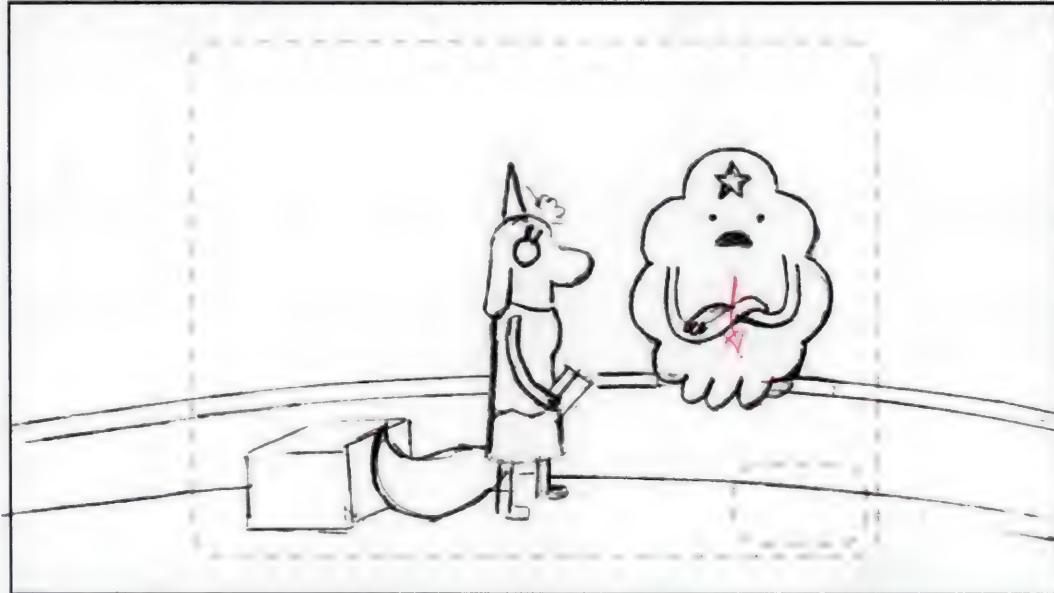
day night

Sc. 53 *cont*

Pnl. D

Bg.

day night



**Dialog:** LSP: --- element ---

LSP: --- of "Summer Showers" ---

**Action:** LSP sits on the side of the roof.

LSP starts to become introspective.

JUN 09 2015

**Timing:**

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# ADVENTURE TIME



137  
Page

Sc. 53 cont

Pnl. E

Bg.

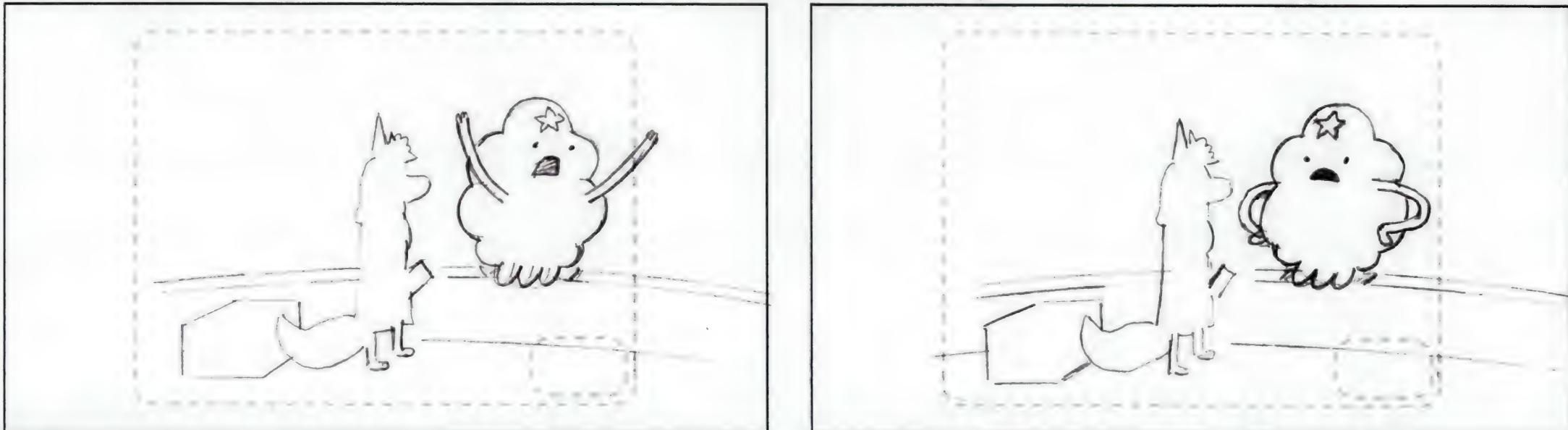
day night

Sc. 53 cont

Pnl. F

Bg.

day night



Dialog: LSP: --- has to have class . . .

LSP: You know, I MAY BE A PRINCESS...

Action:

JUN 09 2011

Timing:

Production :

1034/223

# ADVENTURE TIME



Page 138

Sc. 53 ~~cont~~ Pnl. G

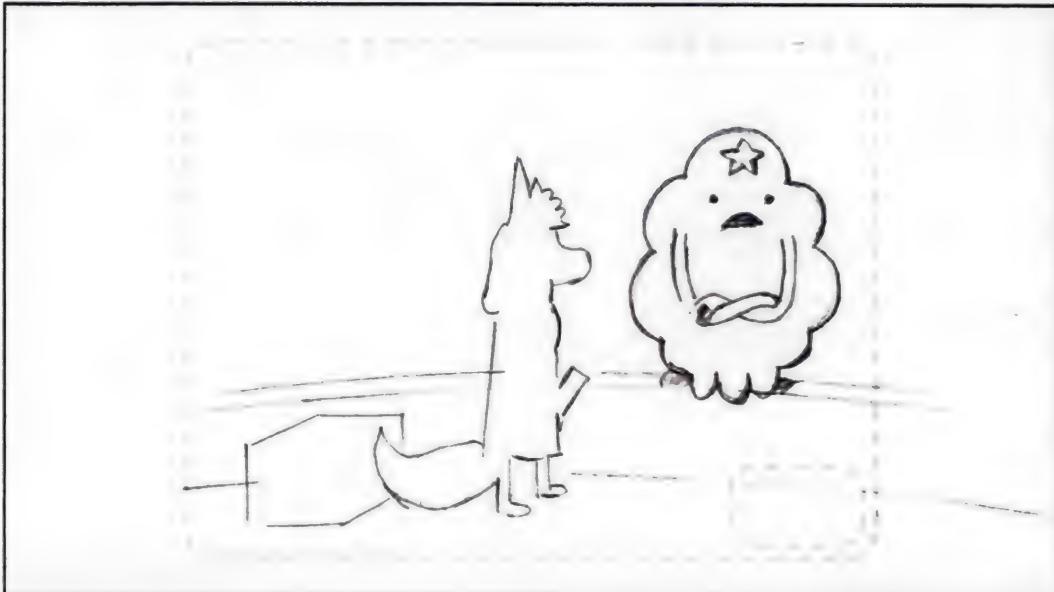
Bg.

day night

Sc. 53 ~~cont~~ Pnl. H

Bg.

day night



**Dialog:** LSP: --- but when people meet me, they don't think ---

LSP: --- "princess",

**Action:**

LSP makes "quotation marks" in the air.



JUN 09 2015

**Timing:**

Production :

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1034/223

## ADVENTURE TIME

139  
Page \_\_\_\_\_Sc. 53 *cont* Pnl. I

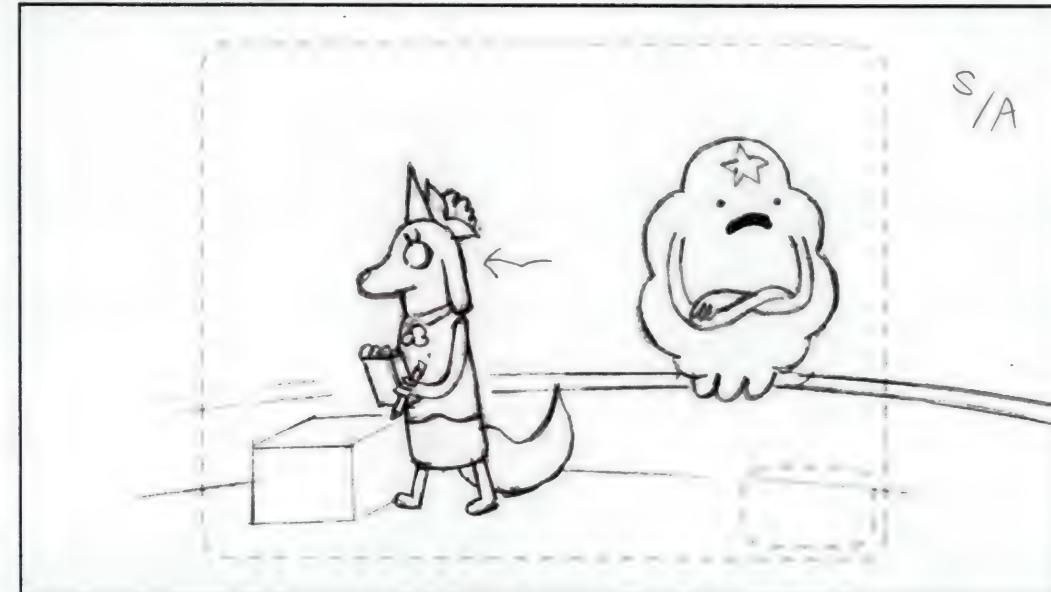
Bg.

day night

Sc. 53 *cont* Pnl. J

Bg.

day night

**Dialog:**LSP: --- they think ---LSP: --- "Lumpy Space Princess".**Action:**

Viola thinks of sitting down. LSP is lost in thought -- kind of talking to herself.

Viola steps toward an old crate, to sit down.

JUN 09 2015

**Timing:**

Production :

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# ADVENTURE TIME



Page 140

Sc. 53 *cont*

Pnl. K

Bg.

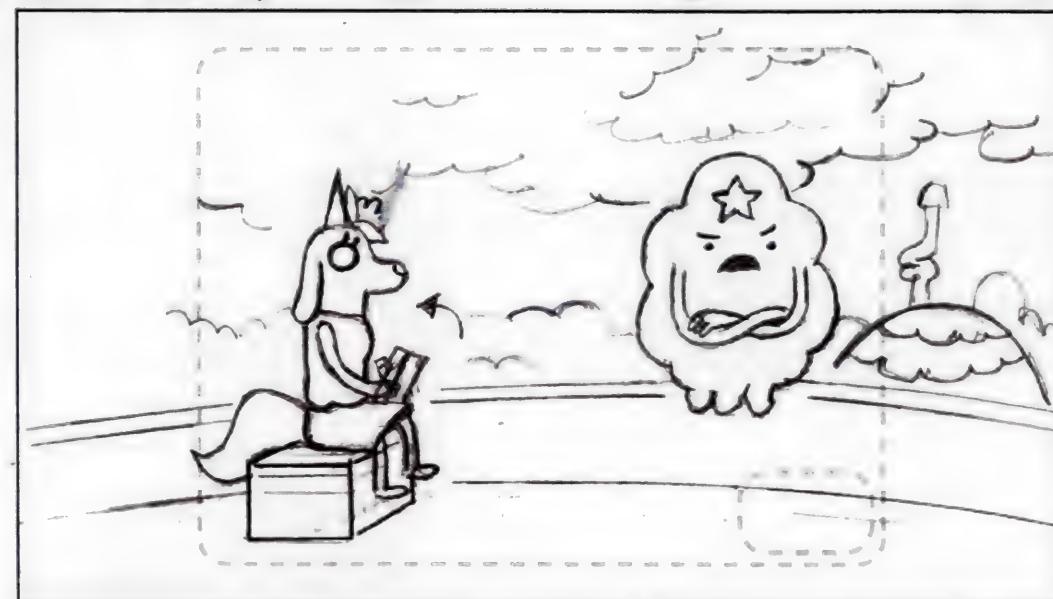
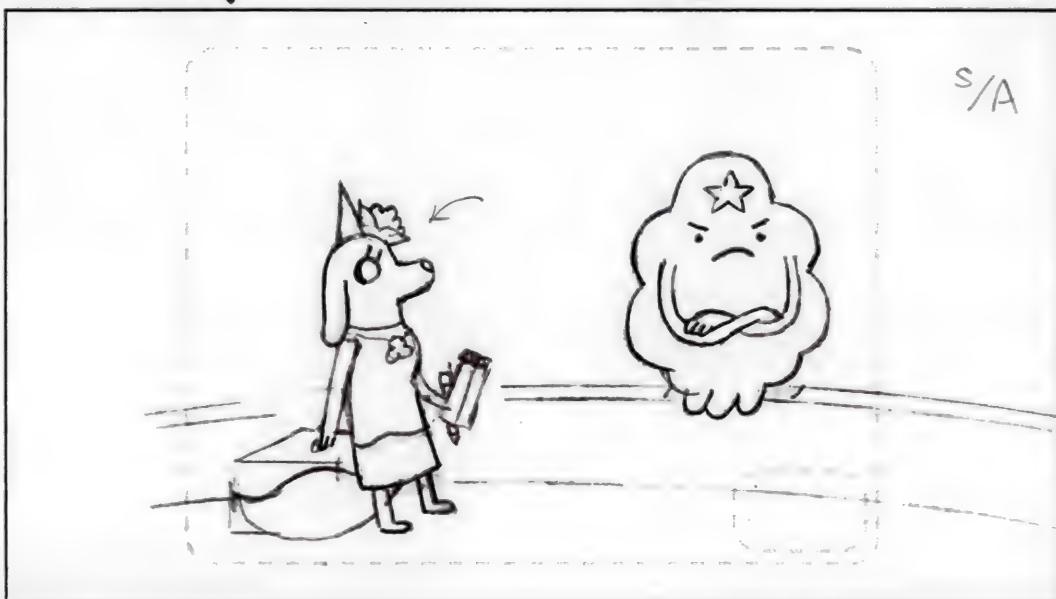
day night

Sc. 53 *cont*

Pnl. L

Bg.

day night



**Dialog:**

- - -

LSP: "Lumpy SPACE"

**Action:**

[Viola into sitting down]

[Viola sits down.] LSP is talking, pretty much to herself.

JUN 09 2015

**Timing:**

Production :

1034-223

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## ADVENTURE TIME

Page 141

Sc. 54

Pnl. A

Bg.

day night

Sc. 54

*cont*

Pnl. B

Bg.

day night



**Dialog:**  
LSP: I BET If I was "Princess Bubblegum Buns"...

LSP: --- or "Sugar Plum Buns Princess" or something, ...

**Action:** On LSP talking, introspectively.

JUN 09 2015

**Timing:**

Production :

1034-223

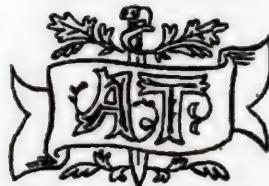
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142  
Page

Sc. 54 *cont*

Pnl. C

Bg.

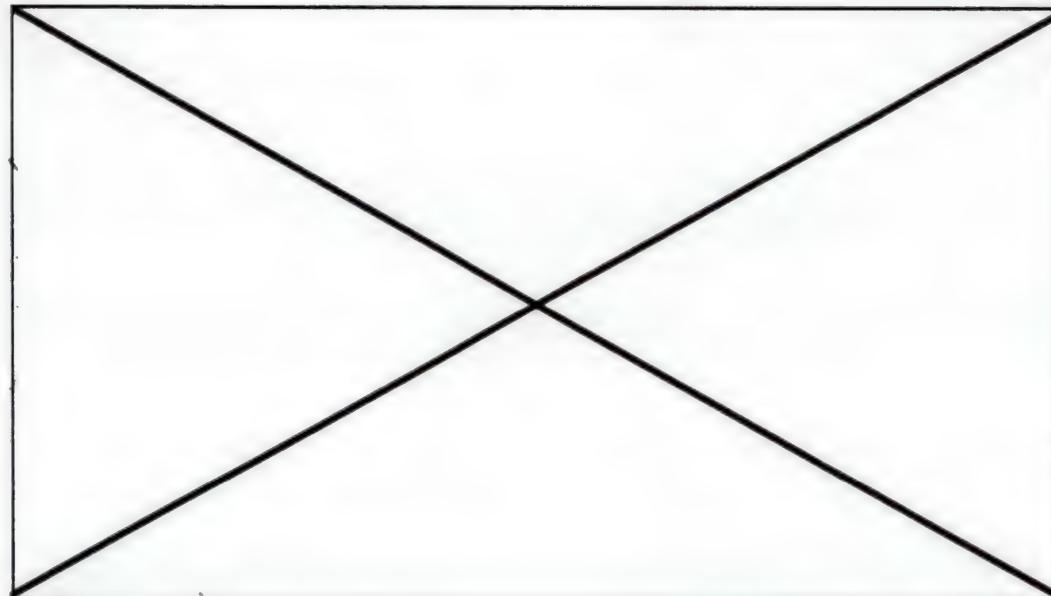
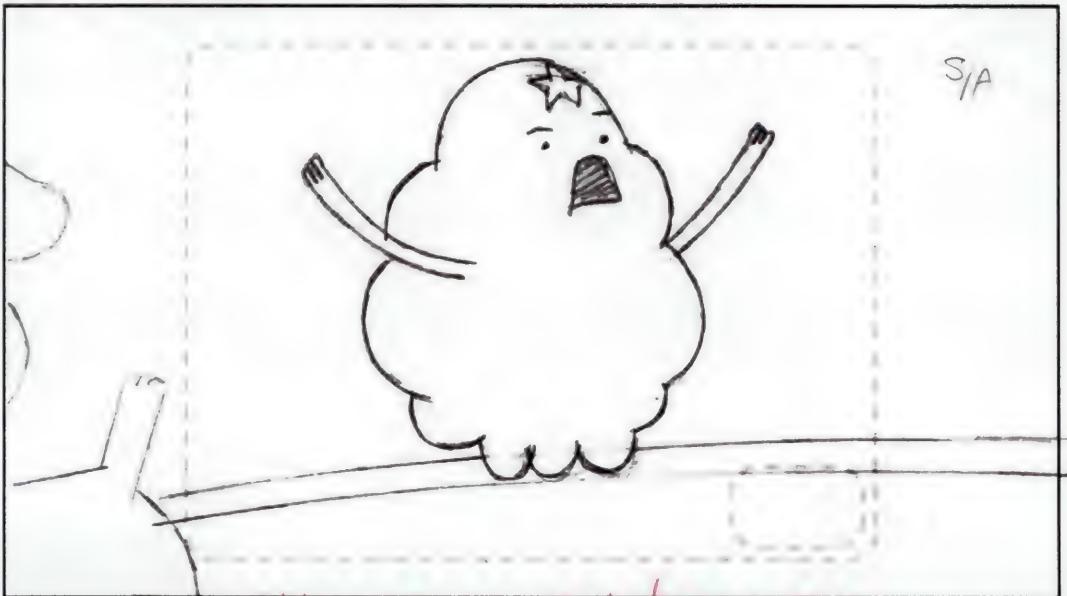
day night

Sc.

Pnl.

Bg.

day night



Dialog:

LSP: ---

things would be wry

Action:

JUN 09 2015

Timing:

EPISODE #

Production :

1034-223

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1034/223

# ADVENTURE TIME



Page 143

1034/223

Sc.	Pnl.	Bg.	day night	Sc. 54 <del>cont</del>	Pnl. D	Bg.	day night
Dialog: <i>USP Different</i>							
Action:							
Timing:							
JUN 09 201 <sup>F</sup>							

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# ADVENTURE TIME



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Sc. 54 ~~cont~~

Pnl. E

Bg.

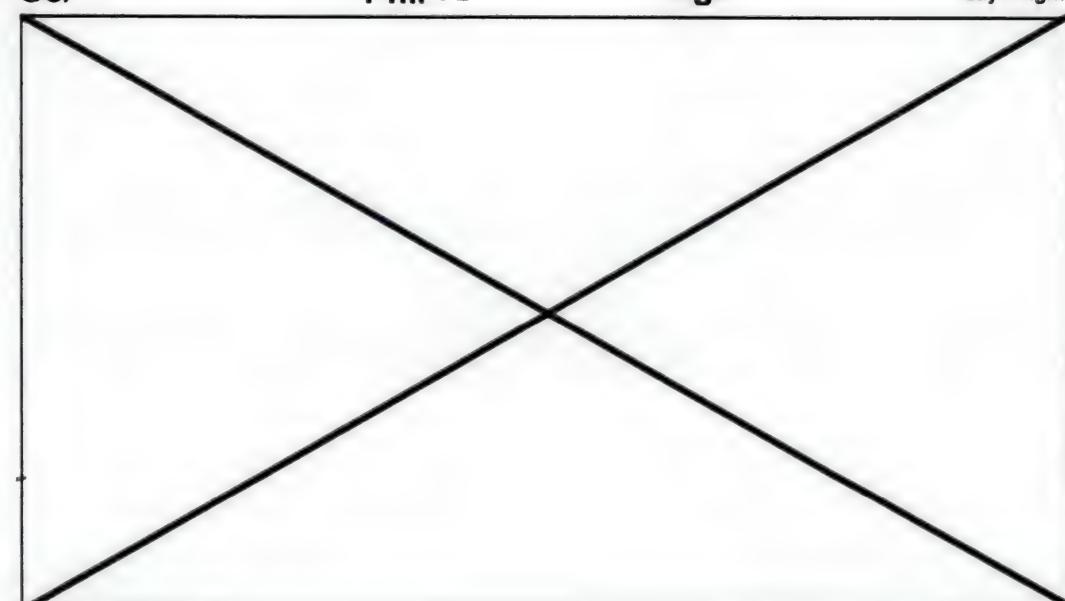
day night

Sc.

Pnl. .

Bg.

day night



**Dialog:** LSP: They have absolutely no imagination!

**Action:** LSP into a contemptuous pose.

LSP into another pose, more extreme.

JUN 09 2016

**Timing:**

Production :

1034-223

1034 / 223

# ADVENTURE TIME



Page 145

day night

Sc.

Pnl.

Bg.

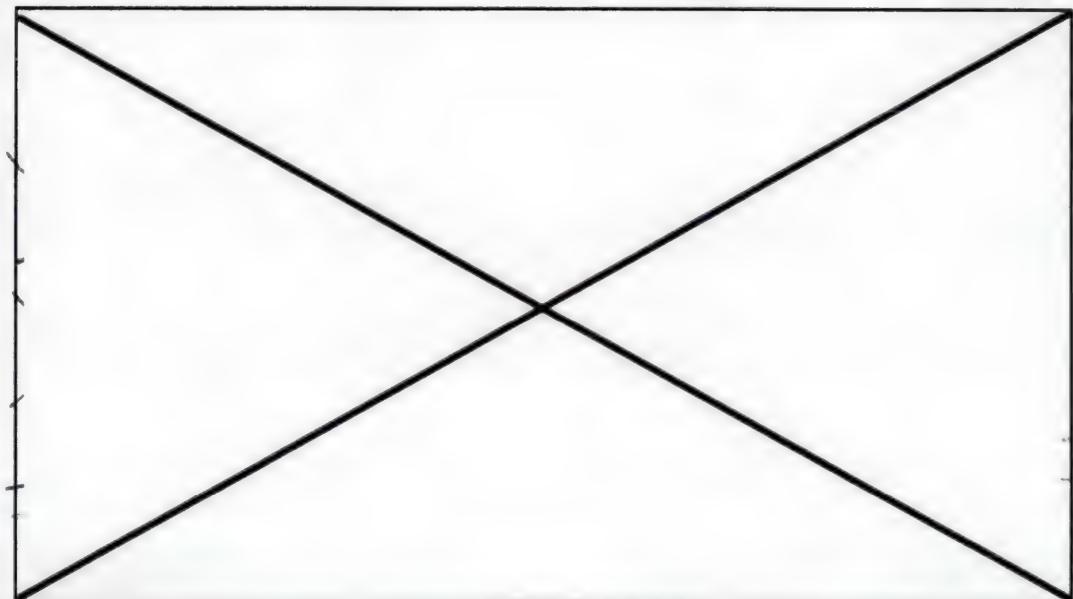
day night

Sc. 54

Pnl. F

Bg.

day night



**Dialog:**

...

LSP: I'm the one who has imagination!

**Action:**

Pause LSP. Thinking.

LSP gestures toward herself.

JUN 09 2015

**Timing:**

Production :

1034/223

# ADVENTURE TIME



Page 146

Sc. 54 *cont*

Pnl. G

Bg.

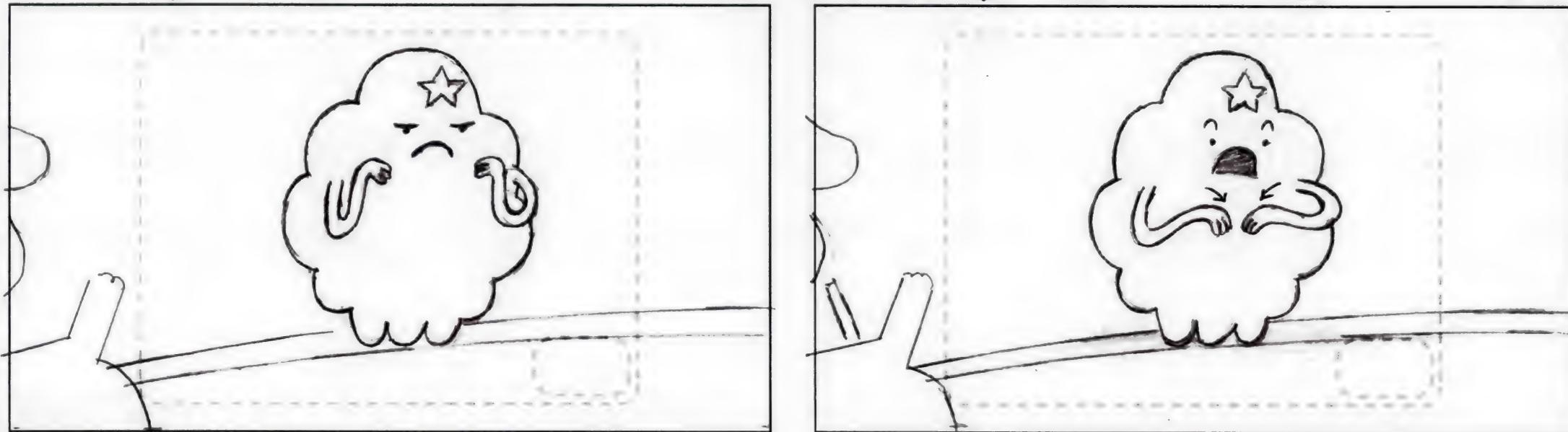
day night

Sc. 54 *cont*

Pnl. H

Bg.

day night



**Dialog:**

LSP: I'm the one who's special!

**Action:**

[Antic.]

LSP gestures to herself again.

JUN 09 2015

**Timing:**

Production :

1034/223

# ADVENTURE TIME



147  
Page \_\_\_\_\_

Sc. 54 ~~cont~~

Pnl. I

Bg.

day night



Sc. 55

Pnl. A

Bg.

day night



Dialog:

Action: LSP leans on one arm. Now she is trying to think positive.

On Viola, listening to LSP.

JUN 09 2015

Timing:

Production :

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# ADVENTURE TIME



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Page \_\_\_\_\_

Sc. 56

Pnl. A

Bg.

day night



Sc. 56

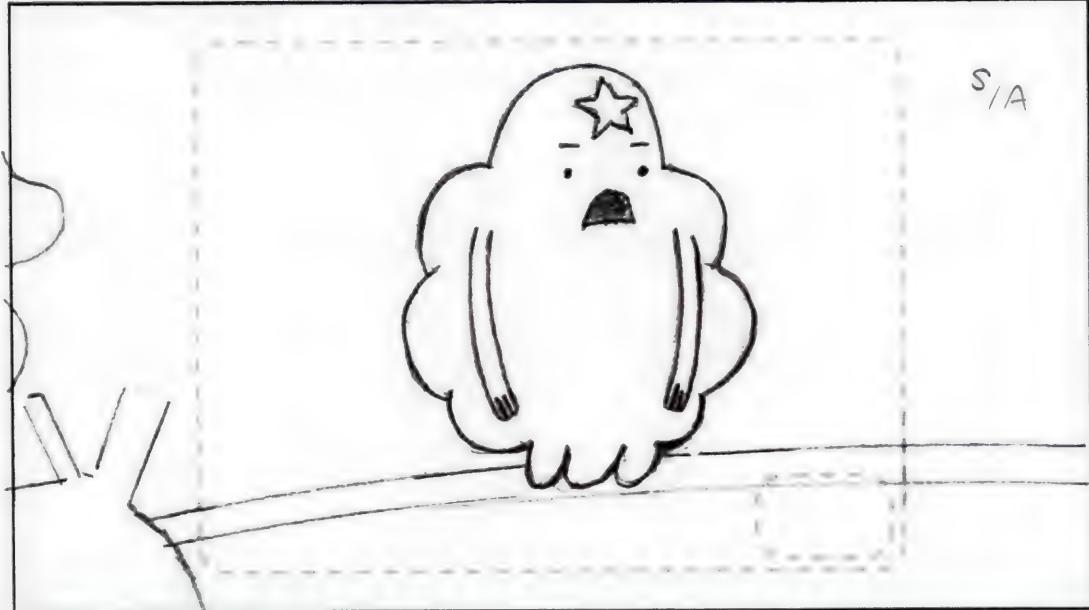
~~cont~~

Pnl. B

Bg.

day night

S/A



**Dialog:**

LSP: I think my play will prove that ---

LSP/ [sigh]

**Action:**

JUN 09 2015

**Timing:**

Production :

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## ADVENTURE TIME

Page 149

1034-223

EPISODE #

Production :

Sc.	Pnl.	Bg.	day night	Sc. 56 <i>cont</i>	Pnl. C	Bg.	day night
<p><b>Dialog:</b></p> <p><u>LSP:</u> Sigh ...</p>							
<p><b>Action:</b></p> <p>LSP returns to leaning on one arm.</p>							
<p><b>Timing:</b></p> <p>JUN 09 2015</p>							

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# ADVENTURE TIME



150  
Page

Sc. 56 cont Pnl. D

Bg.

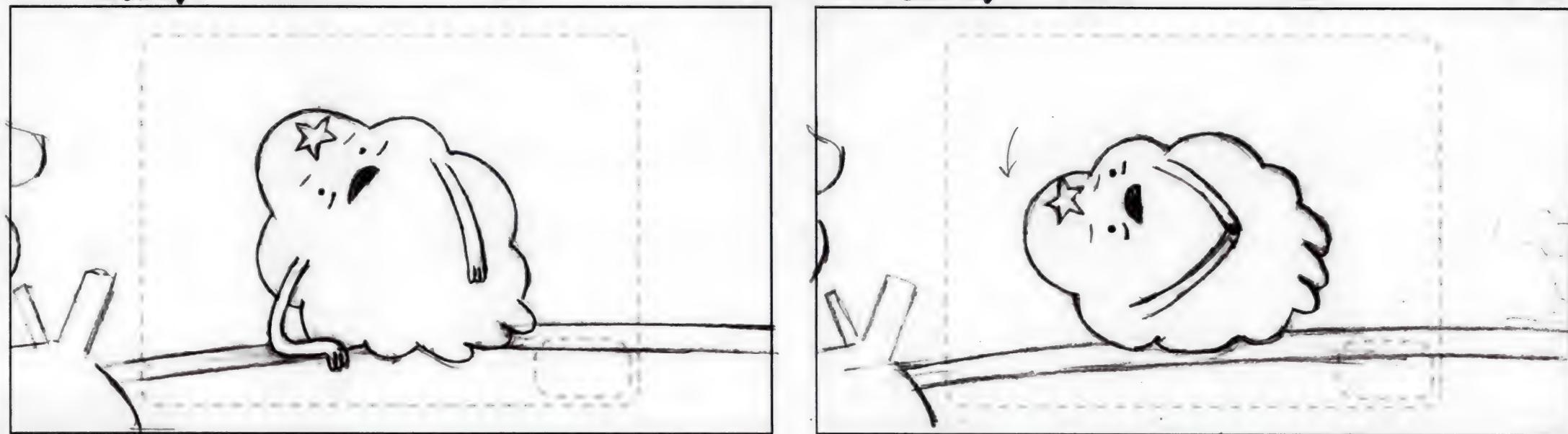
day night

Sc. 56 cont

Pnl. E

Bg.

day night



1034/223

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Dialog:

LSP: i

I'VE had a really

LSP: ---

crommy. LIFE

Action:

LSP is lost in thought, begins to lie down.

JUN 09 2015

Timing:

Production :

EPISODE # 1034-223

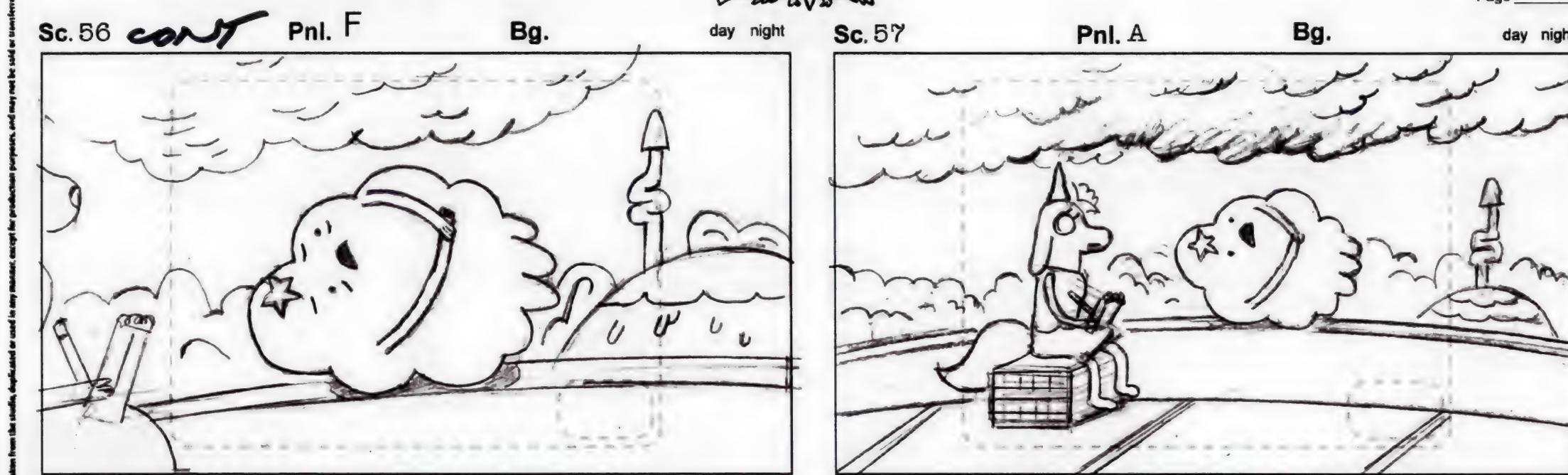
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# ADVENTURE TIME



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Page

1034/223



<b>Dialog:</b>	<u>LSP:</u> ---	<u>LSP:</u> ---
A.....	<p>every thing was okay when I was a little kid and I could Just hang out</p>	<p>by MYSELF and make up LITTLE GAMES</p>
<b>Timing:</b>	Cut back to reveal that the scene looks like a psychiatrist and patient.	

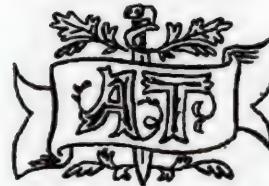
JUN 09 2011

EPISODE# 1034-223

Production :

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# ADVENTURE TIME

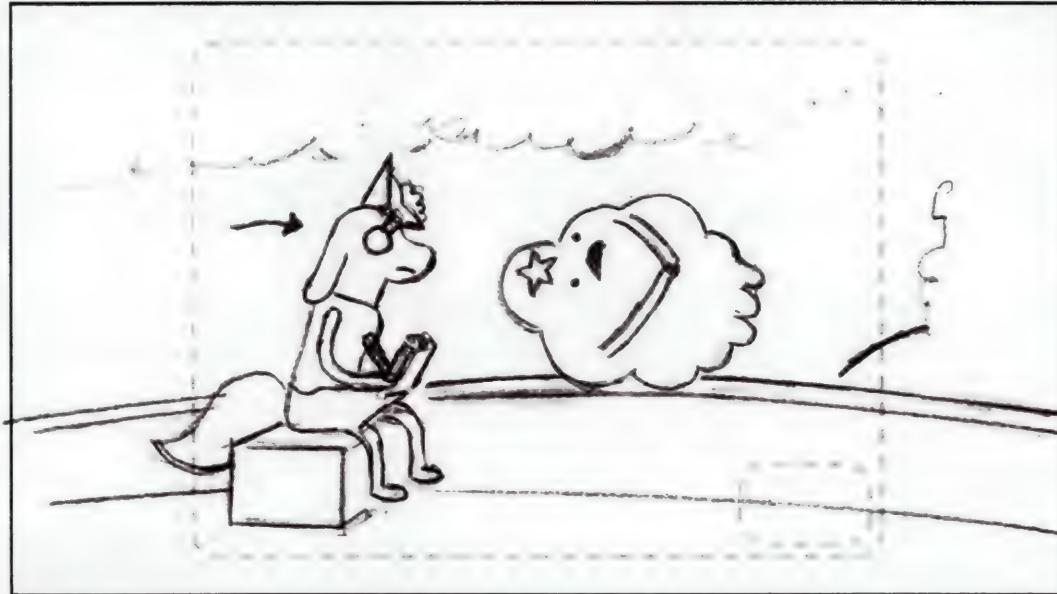


Sc. 57 *cont*

Pnl. B

Bg.

day night

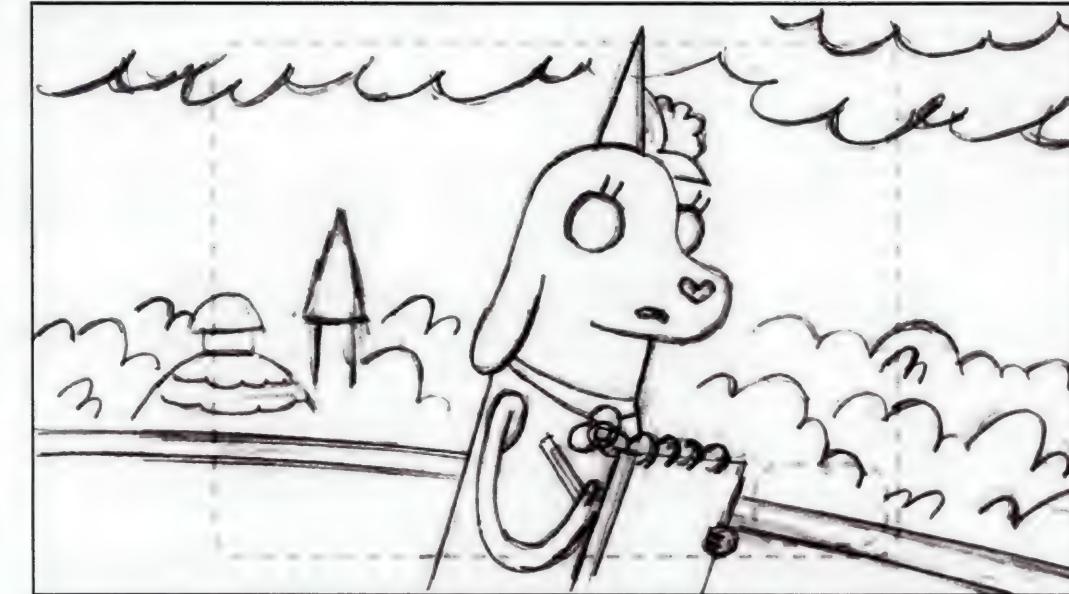


Sc. 58

Pnl. A

Bg.

Page 152  
NO PG 153  
day night



**Dialog:**

Viola: Have you tried talking about this to anyone else? --

**Action:**

Viola leans forward to say something.

JUN 09 2015

**Timing:**

Production :

1034/223

# ADVENTURE TIME



Page 154

**Sc. 59**

Pnl. A

Bg.

day night

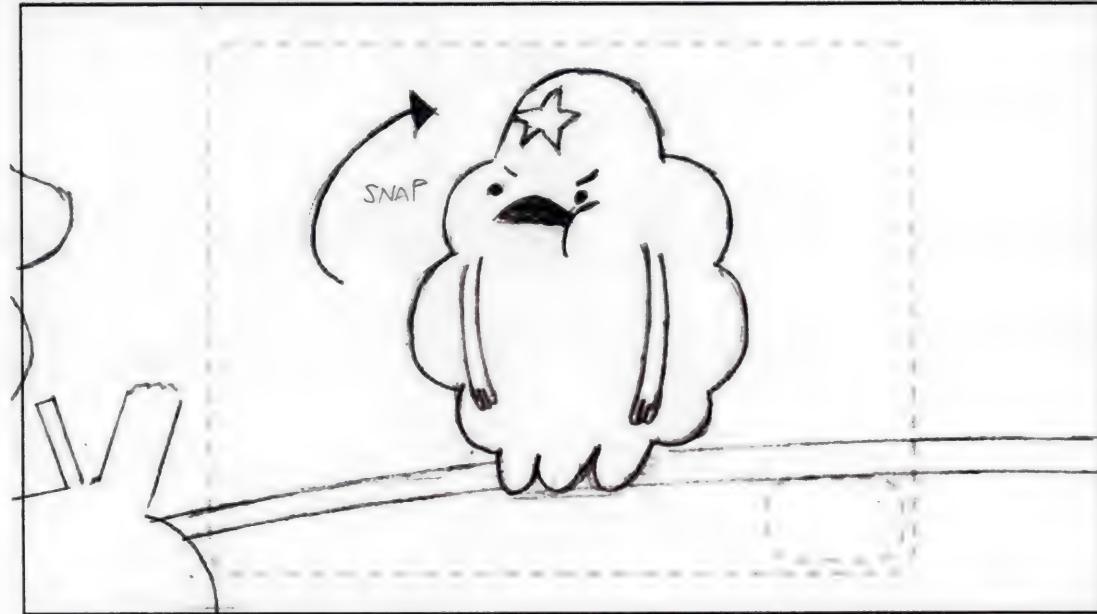
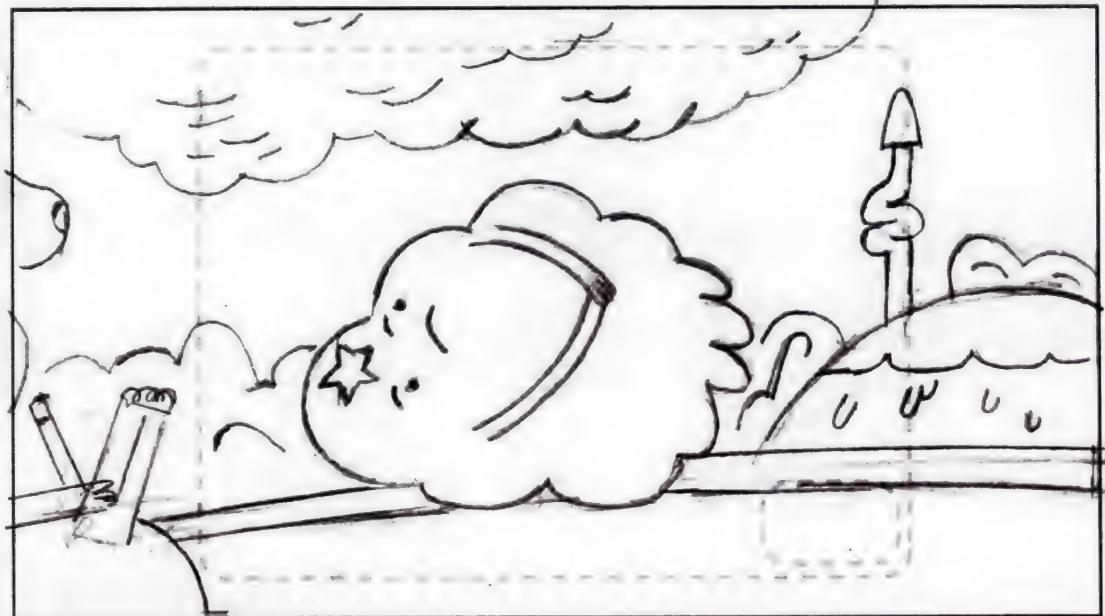
**Sc. 59**

*cont*

Pnl. B

Bg.

day night



**Dialog:**

LSP: No!

**Action:** LSP snaps out of her mood of introspection.

LSP turns to talk to Viola (impatiently).

JUN 09 2015

**Timing:**

Production :

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# ADVENTURE TIME



Page 155

1034/223

Sc. 59 ~~cont~~

Pnl. C

Bg.

day night

Sc. 59 ~~cont~~

Pnl. D

Bg.

day night



**Dialog:**

LSP: It's part of your job!

**Action:**

(Rain is starting to come down.)

JUN 09 2015

**Timing:**

Production :

1034/223

# ADVENTURE TIME



156  
Page

Sc. 60

Pnl. A

Bg.

day night



Sc. 60

~~cont~~

Pnl. B

Bg.

day night



Dialog:

Action: Viola notices that it's starting to rain.

JUN 09 2015

Timing:

1034-223

EPISODE #

Production :

## ADVENTURE TIME



Page 157

1034-223

EPISODE #

Production :

Sc. 61

Pnl. A

Bg.

day night



Sc. 61

~~cont~~

Pnl. B

Bg.

day night



Dialog:

LSP: You'RE lucky, it's starting to rain. . .

Action:

[Start pose]

LSP glances up at the sky, while continuing to talk.

JUN 09 2015

Timing:

## ADVENTURE TIME

Page 158

Sc. 62

Pnl. A

Bg.

day night



Sc. 62

~~cont~~

Pnl. B

Bg.

day night



Dialog:

LSP: Now pay close attention---

LSP: --- to these raindrops,

Action:

LSP is looking up a bit, at the rain.

LSP turns to Viola again.

JUN 09 2015

Timing:

Production :

1034-223

EPISODE #

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## ADVENTURE TIME



Page 159

Sc. 62 *cont*

Pnl. C

Bg.

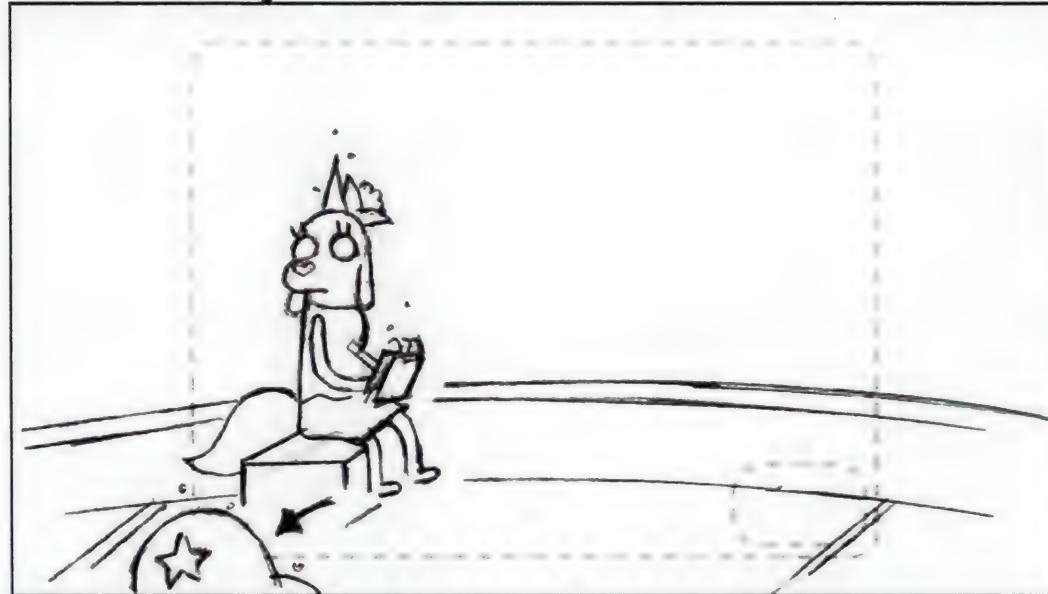
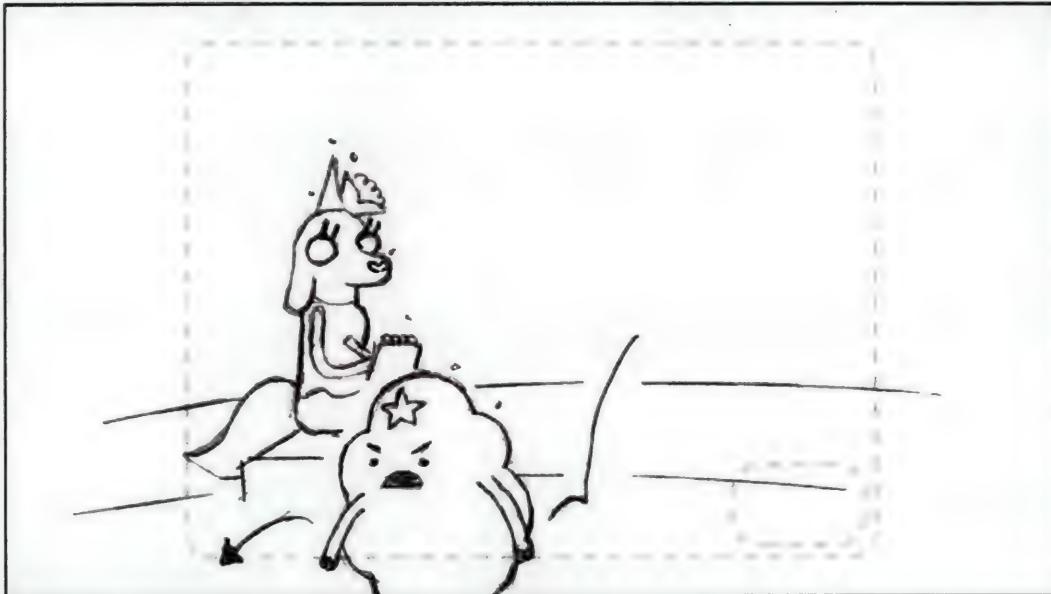
day night

Sc. 62 *cont*

Pnl. D

Bg.

day night



**Dialog:** LSP: --- you should fill the whole sketchbook!

**Action:**  
- LSP exits, leaving Viola to study the rain.

JUN 09 2010

**Timing:**

Production :

EPISODE # 1034-223

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# ADVENTURE TIME



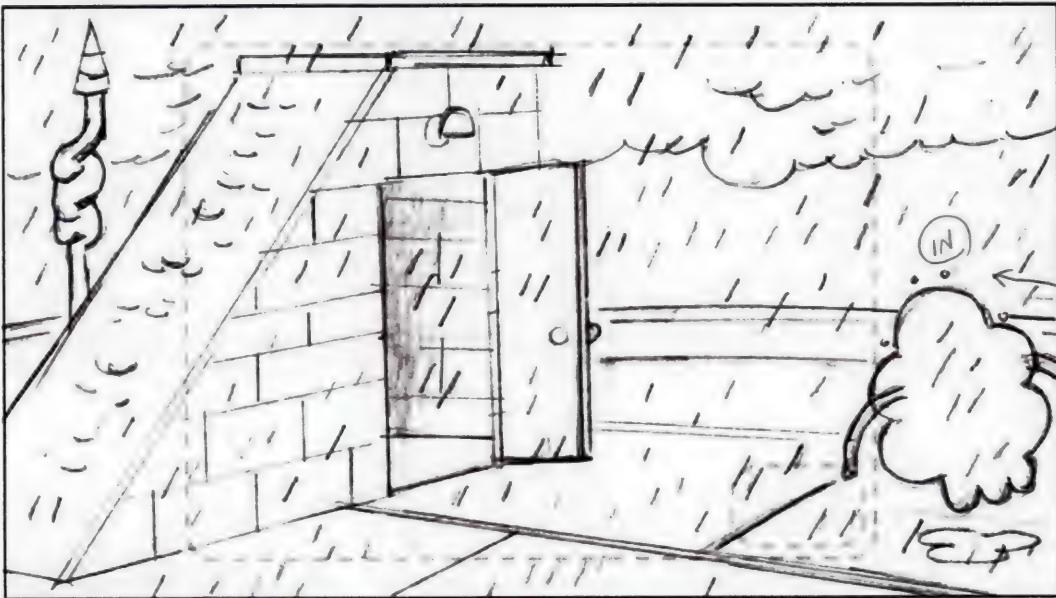
160  
Page

Sc. 63

Pnl. A

Bg.

day night

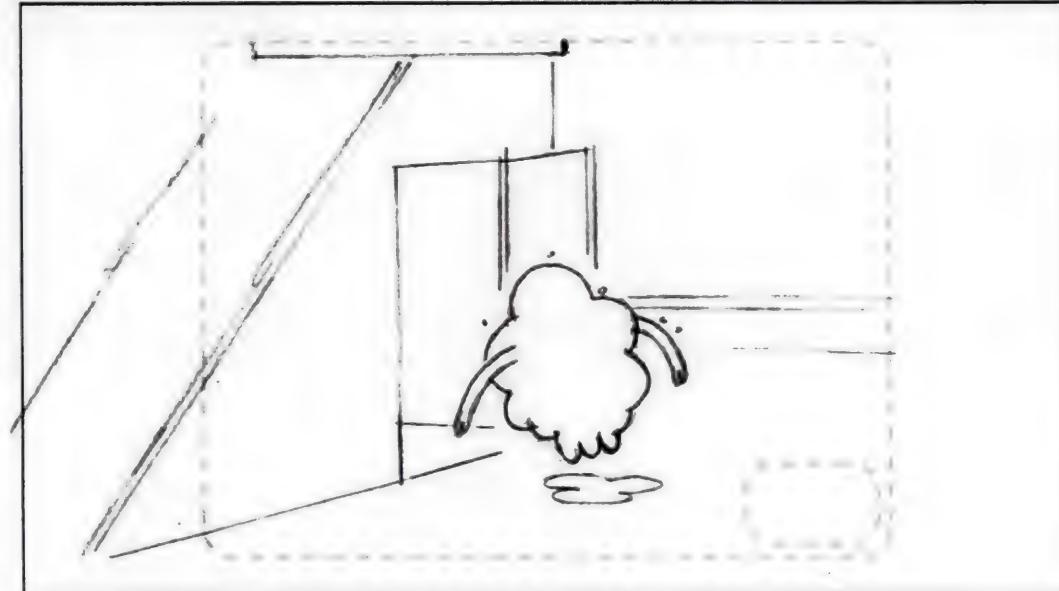


Sc. 63

Pnl. B

Bg.

day night



**Dialog:**

LSP: I want to see some ---

LSP: --- classy raindrops on opening night.

**Action:**

LSP goes to the rooftop door, still talking to Viola.

JUN 09 2015

**Timing:**

EPISODE # 1034-223

Production :

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# ADVENTURE TIME



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Page

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EPISODE #

Production :

Sc.	Pnl.	Bg.	day night	Sc. 63	Pnl. C	Bg.	day night
Dialog:							
Action:	LSP turns back to Viola, to say a last (impatient) word.				LSP goes into the stairwell, pulling the door closed behind her.		JUN 09 2015
Timing:							

1034/223

## ADVENTURE TIME

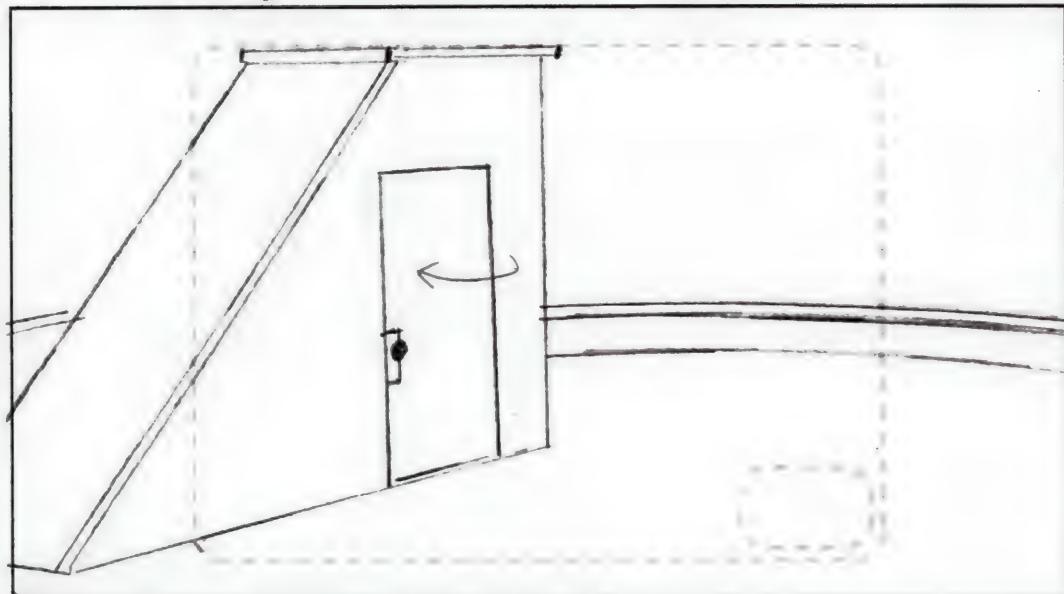


Page 162

Sc. 63 ~~cont~~ Pnl. D

Bg.

day night



Sc. 64

Pnl. A

Bg.

day night

**Dialog:**SFX: Bam! [Door closing]

Ker-chunk. [Door being locked]

**Action:**

On Viola, looking toward the rooftop door.

JUN 09 2015

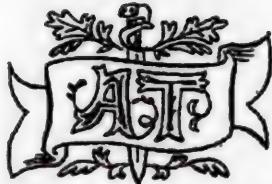
**Timing:**

Production :

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## ADVENTURE TIME

Sc. 64 *cont*

Pnl. B

Bg.

day night

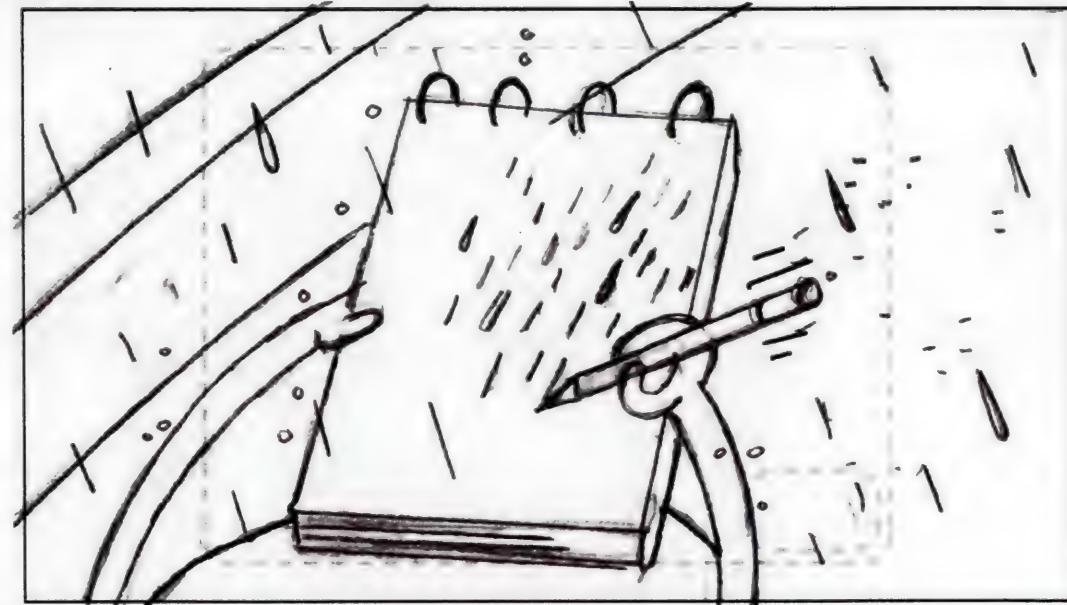


Sc. 65

Pnl. A

Bg.

day night



## Dialog:

Action: Viola turns to the pad and begins sketching raindrops.

Close on the pad, as Viola sketches various raindrops.

JUN 09 2016

## Timing:



# ADVENTURE TIME



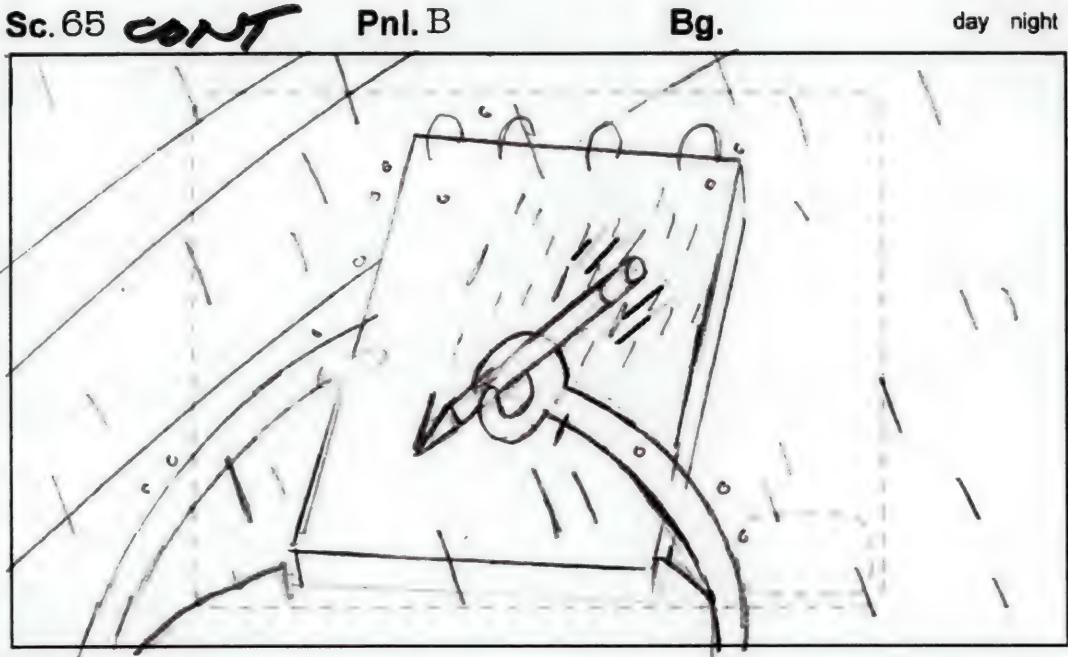
Page 164

Sc. 65 cont

Pnl. B

Bg.

day night

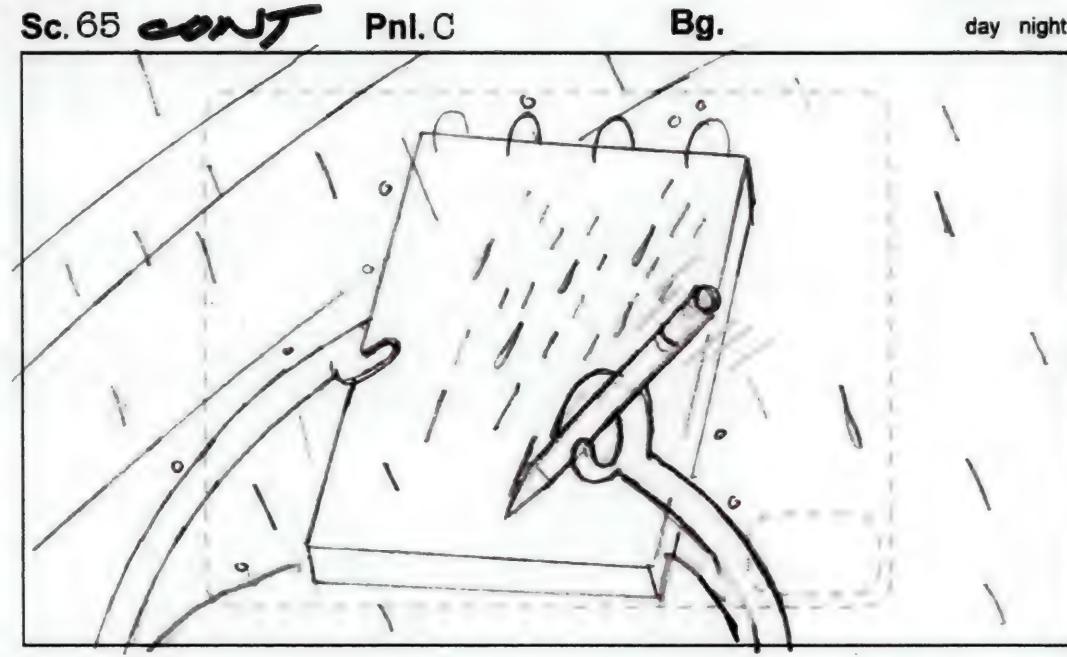


Sc. 65 cont

Pnl. C

Bg.

day night



Dialog:

Action:

Timing:

JUN 09 2015

Production :

## ADVENTURE TIME



Sc. 66

Pnl. A

Bg.

day night

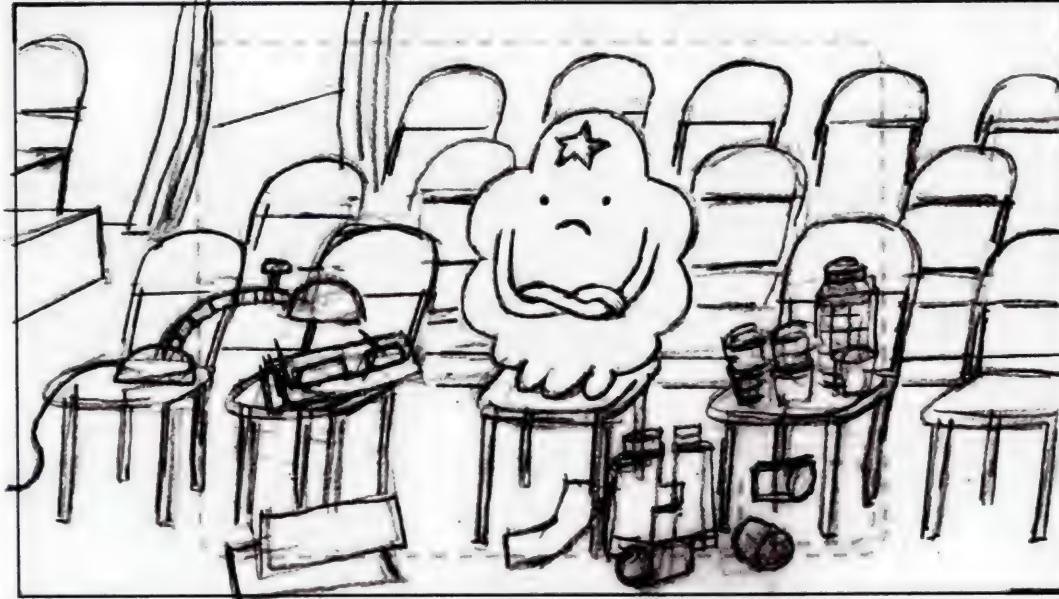


Sc. 67

Pnl. A

Bg.

day night

**Dialog:**Tree Trunks (O/S): It's so good to see you, Nigel.**Action:** Close on Viola, who is making the best of her situation -- she is enjoying sketching the raindrops.

On LSP, watching the rehearsals again.

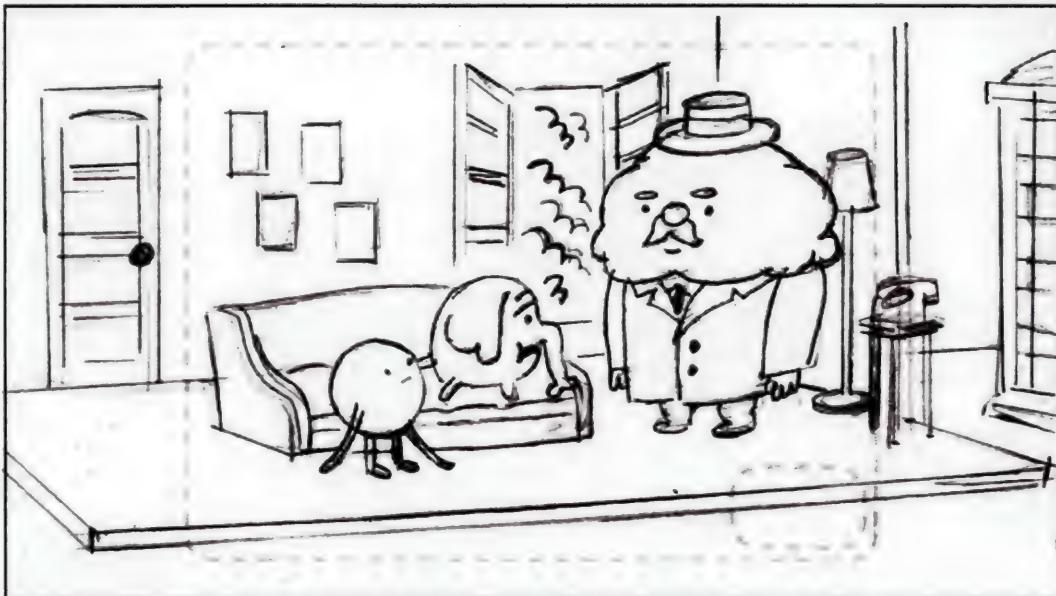
JUN 09 2015

**Timing:**

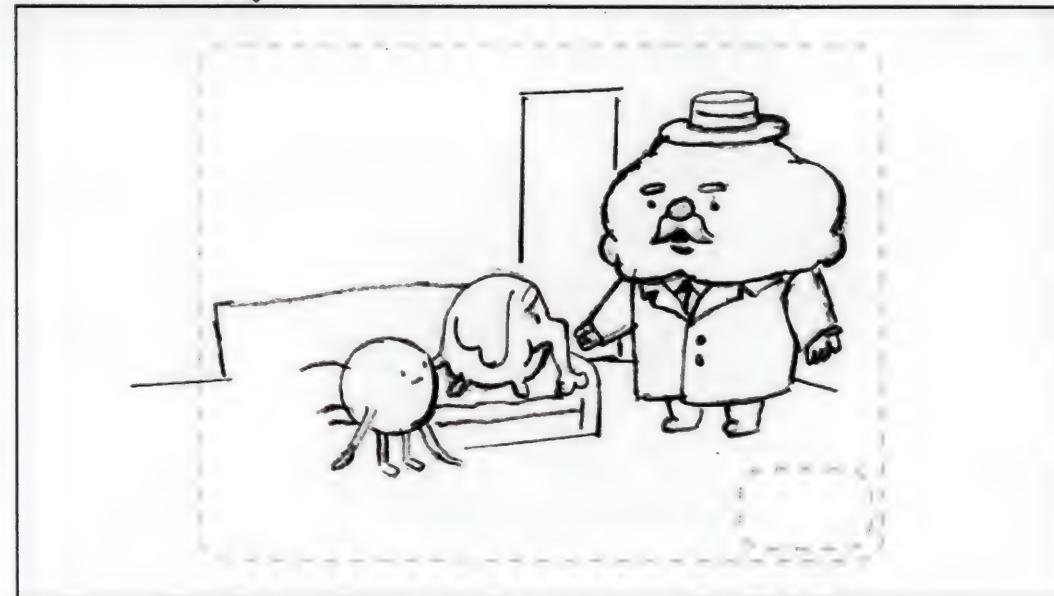
## ADVENTURE TIME

Page 166**Sc. 68****Pnl. A****Bg.**

day night

**Sc. 68**~~early~~**Pnl. B****Bg.**

day night



**Dialog:** TT: Let Chelmsford take your overcoat.

Mr. C: Very well, Tree Trunks.

**Action:** The actors act awkwardly.

JUN 09 2015

**Timing:**

EPISODE #

Production :

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# ADVENTURE TIME



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Page

Sc. 68 ~~cont~~ Pnl. C

Bg.

day night

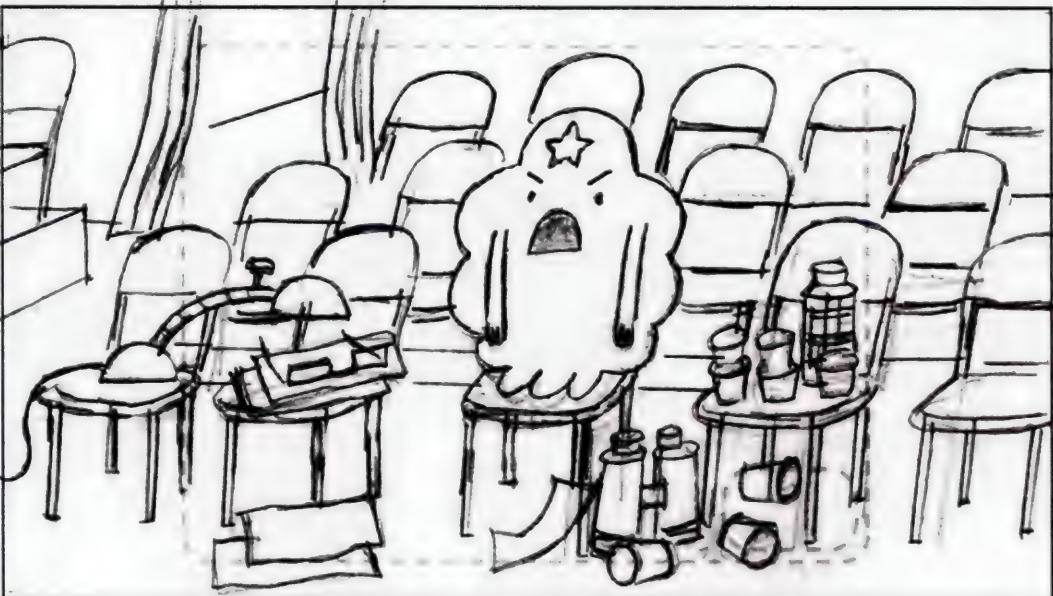


Sc. 69

Pnl. A

Bg.

day night



**Dialog:**

LSP (O/S): HER NAME ---



LSP: --- IS MIRANDA HOBSON!

**Action:** Mr. Cupcake looks off-stage to LSP, who is shouting at him.

On LSP, shouting at Mr. Cupcake.

JUN 09 201F

**Timing:**

Production :

1034-223

EPISODE #

1034 / 223

# ADVENTURE TIME



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Page

1034/223

Sc. 70

Pnl. A

Bg.

day night

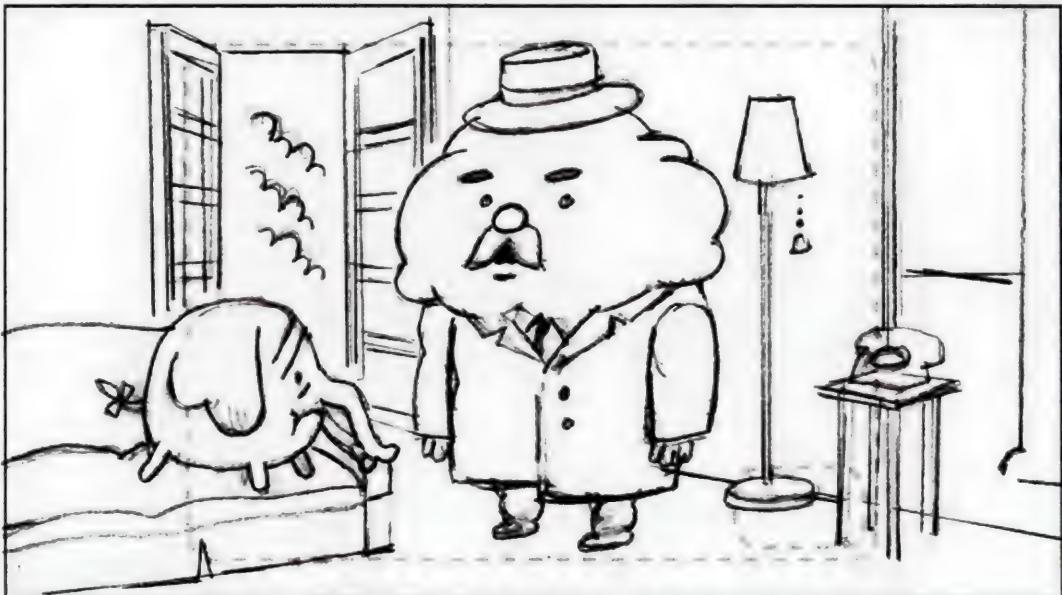
Sc. 70

*cont*

Pnl. B

Bg.

day night



Dialog:

Mr. C: I don't know ---

Action:

Mr. Cupcake talks to LSP.

JUN 09 2011

Timing:

EPISODE #

Production :

1034-223

1034/223

# ADVENTURE TIME



NOSC71

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Page

Sc. 70 ~~cont~~

Pnl. C

Bg.

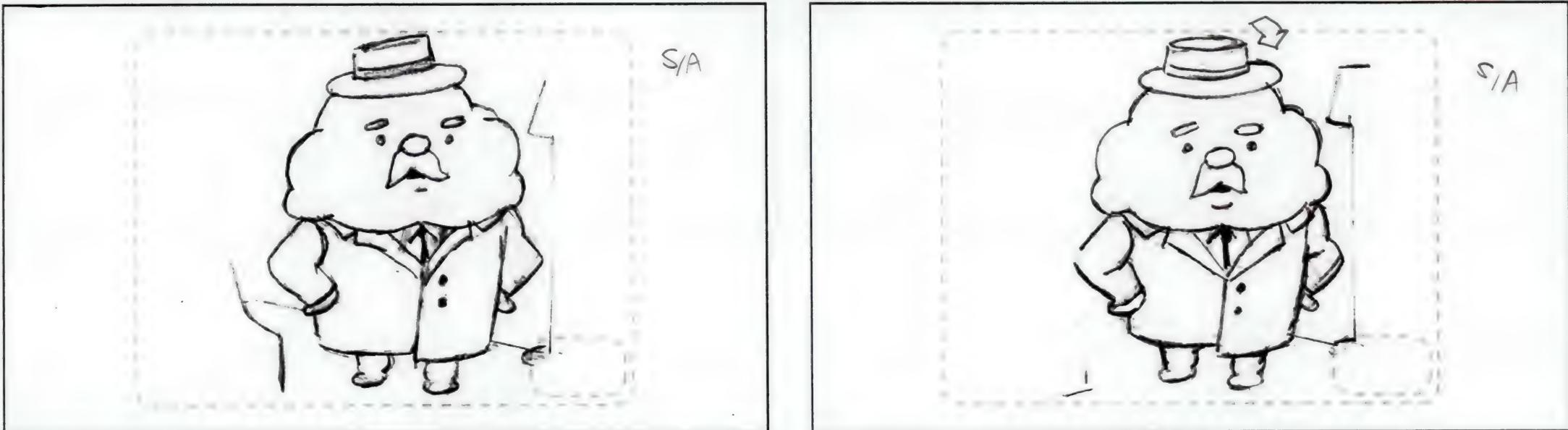
day night

Sc. 70 ~~cont~~

Pnl. D

Bg.

day night



**Dialog:**

Mr. C: --- if I can call Tree Trunks by that other name.

Mr. C: It seems dishonest.

LSP: (o/s) UGHH [GROAN]

**Action:**

JUN 09 2015

**Timing:**

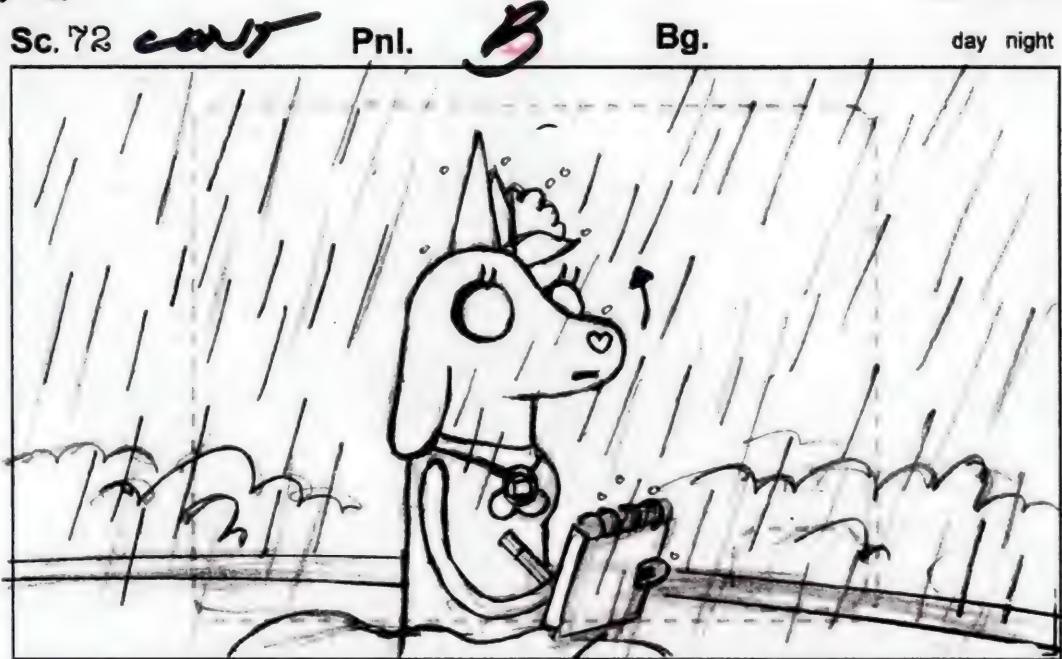
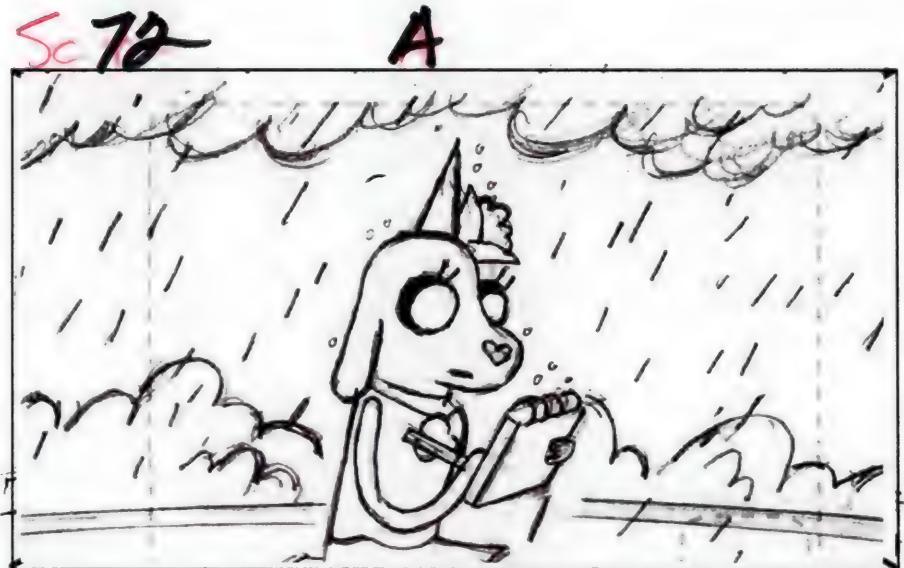
Production :

1034/223

# ADVENTURE TIME



Page 170



Dialog:

Action:

Viola looks up, realizing that it is raining a lot now.

JUN 09 2015

Timing:

Production :

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EPISODE #

1034/223

# ADVENTURE TIME



Page 171

Sc. 72 *cont*

Pnl.

C

Bg.

day night



Sc. 73

Pnl. A

Bg.

day night



**Dialog:**

**Action:**

JUN 09 2015

**Timing:**

Production :


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## ADVENTURE TIME

Page 172Sc. 73 cont Pnl. B

Bg.

day night

Sc. 73 cont Pnl. C

Bg.

day night



## Dialog:

Action: Viola decides to quit sketching.  
(Rain is still coming down heavily, as indicated in Panel A.)

Viola stands up.  
(Rain cont. as in Panel A.)

JUN 09 2015

## Timing:

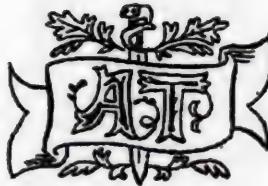
Production :

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# ADVENTURE TIME



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Page

NO PG 174

day

night

Sc. 73

~~cont~~

Pnl. D

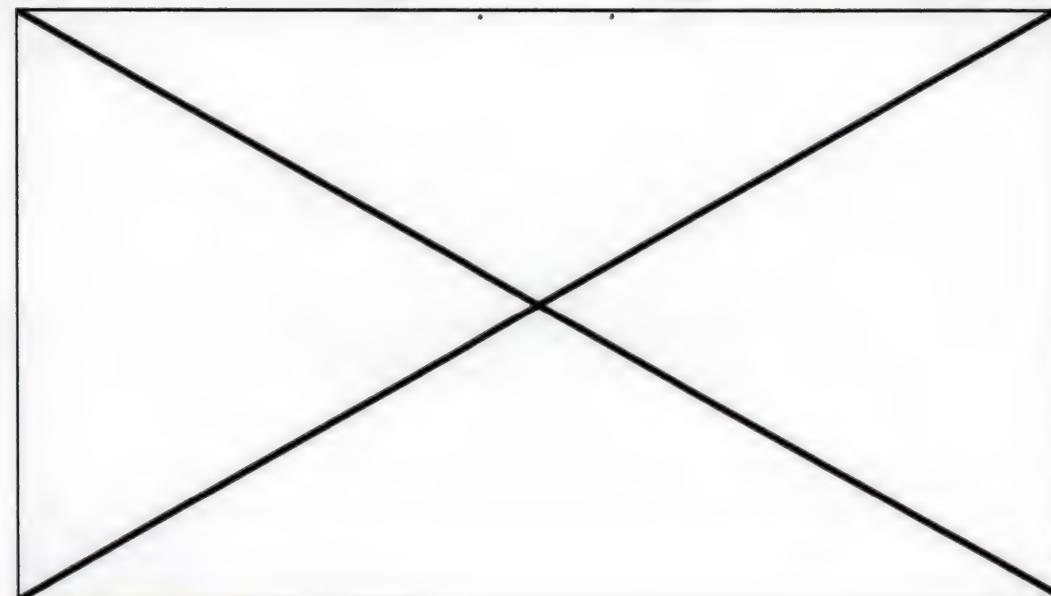
Bg.

day night

Sc.

Pnl.

Bg.



Dialog:

Action:

- VIOLA WALKS TOWARDS DOOR

cont. heavy rain as in Panel A

Timing:



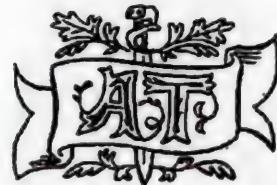
JUN 09 2015

Production :

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# ADVENTURE TIME



Page 175

Sc. 74

Pnl. A

Bg.

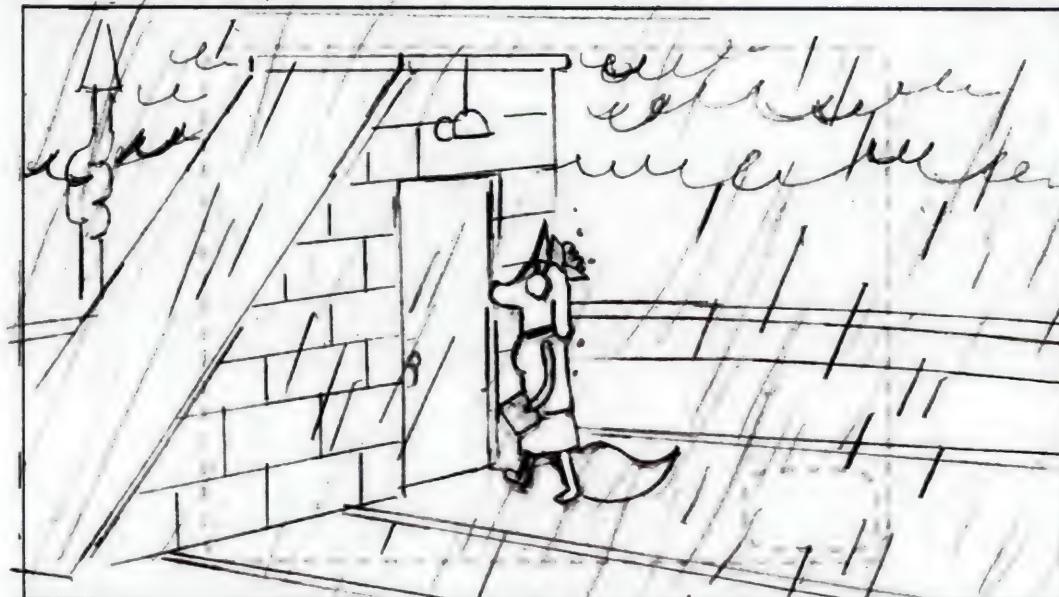
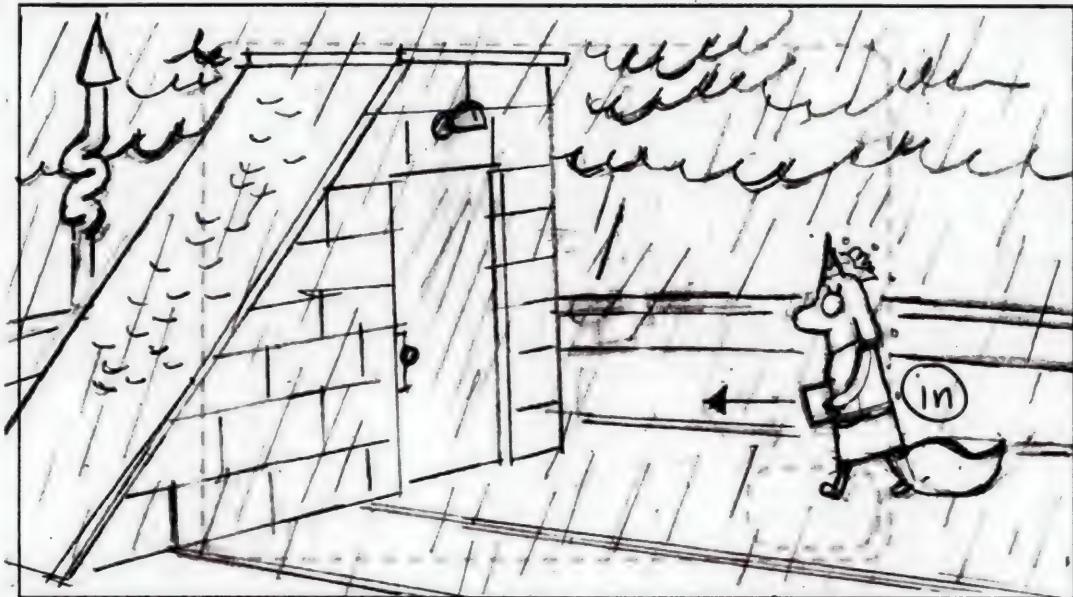
day night

Sc. 74

Pnl. B

Bg.

day night



**Dialog:**

**Action:** On Viola entering scene.  
The rooftop door has been closed (and locked) by LSP.

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**Timing:**

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# ADVENTURE TIME



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Page

Sc. 74 *cont*

Pnl. C

Bg.

day night

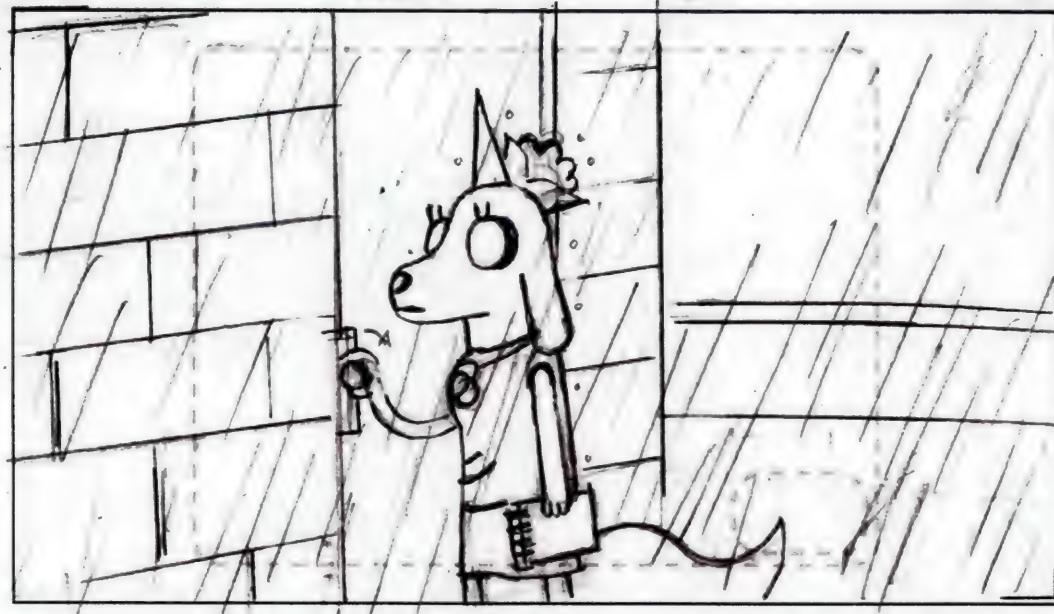


Sc. 75

Pnl. A

Bg.

day night



Dialog:

SFX: Rattle. [Doorknob]



Action:

Viola tests the doorknob. The door is locked.

JUN 09 2015

Timing:

Production :

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1034/223

1034/223

1034/223

# ADVENTURE TIME



Page 177

Sc. 75 cont

Pnl. B

Bg.

day night



Sc. 75 cont

Pnl. C

Bg.

day night



**Dialog:**

SFX: Rattle.

**Action:**

Pause. Thinking.

**Timing:**

JUN 09 2015

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# ADVENTURE TIME



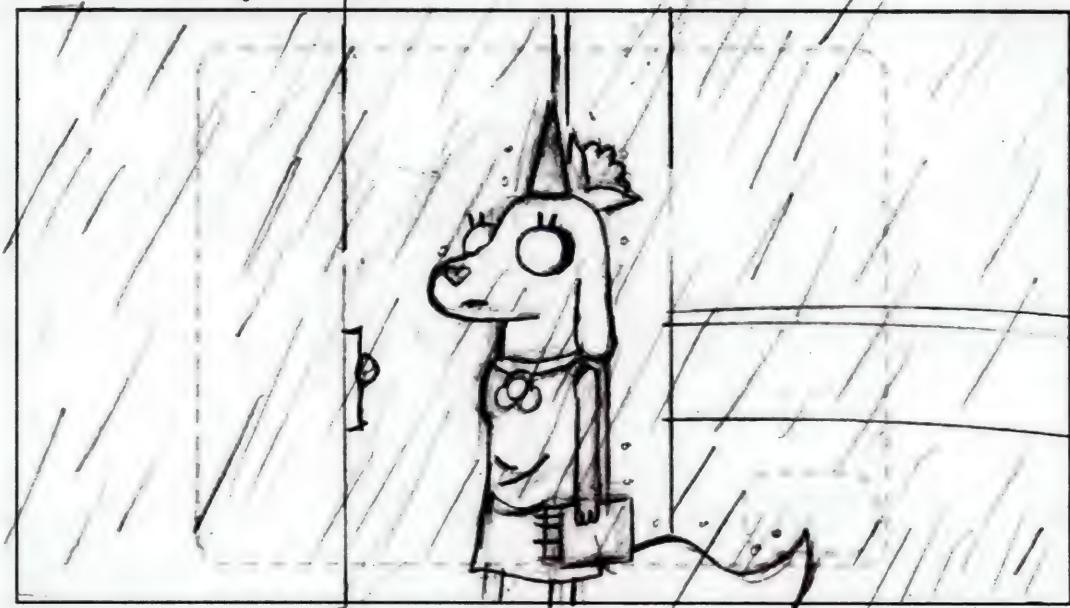
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Page

Sc. 75 cont

Pnl. D

Bg.

day night

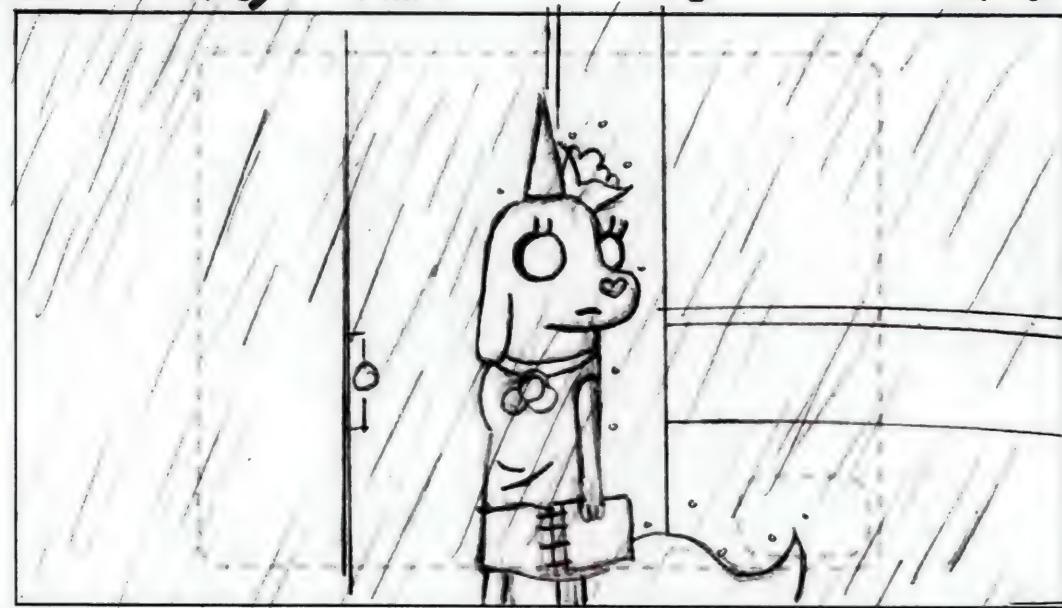


Sc. 75 cont

Pnl. E

Bg.

day night



Dialog:

Action: Viola lowers her hand. Thinking.

Viola looks around. Thinking.

JUN 09 2015

Timing:

Production :

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1034/223

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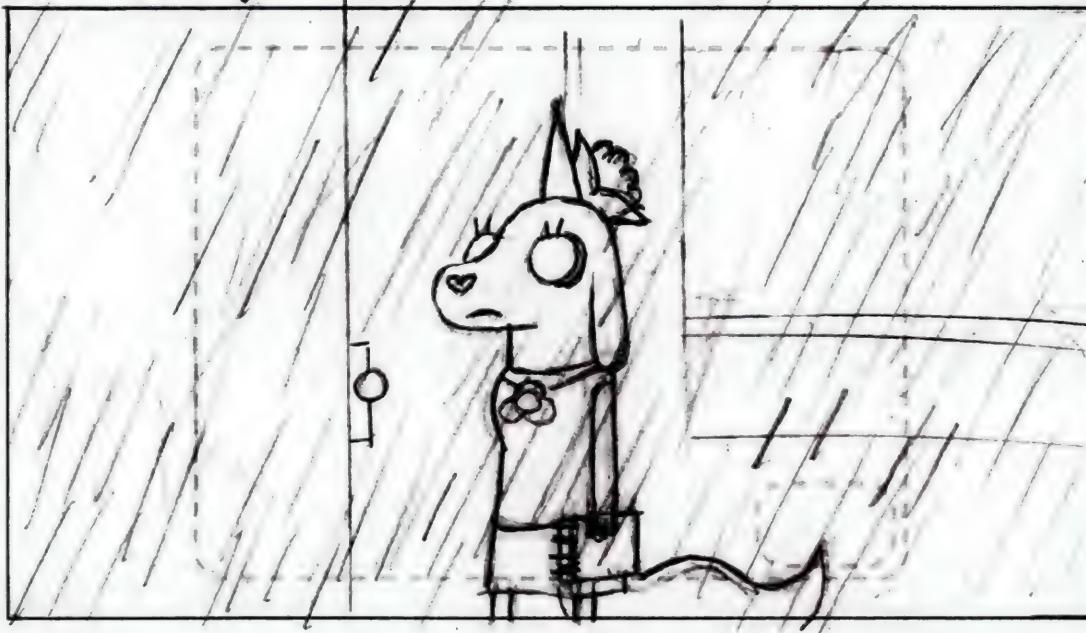
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Sc. 75 ~~CONT~~

Pnl. F

Bg.

day night

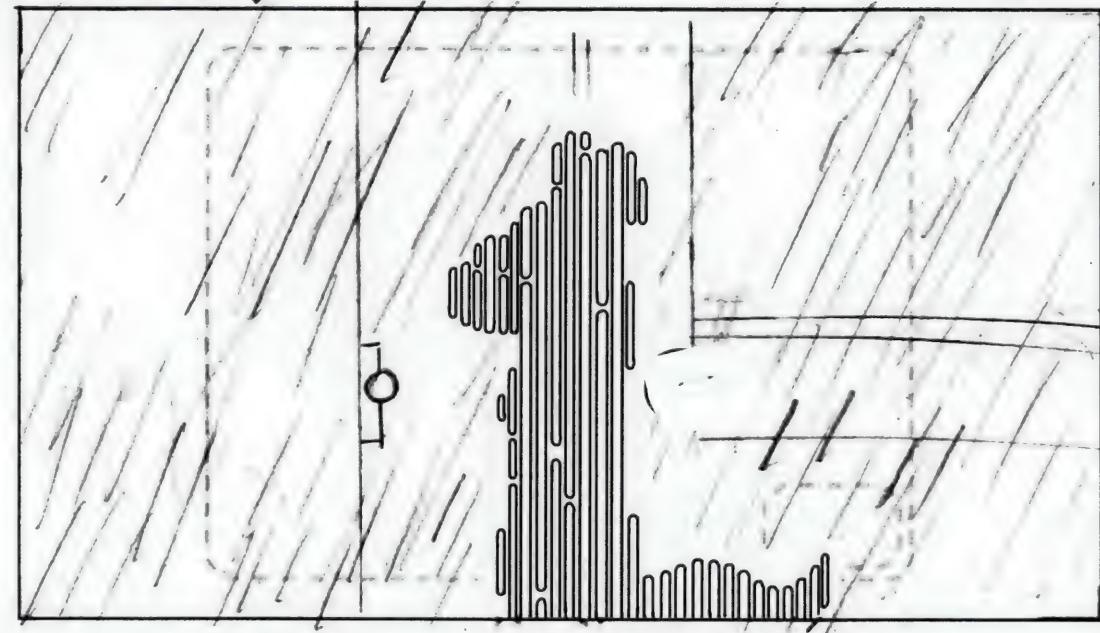


Sc. 75 ~~CONT~~

Pnl. G

Bg.

day night



Dialog:

SFX: \* VMMM \*

Action:

Viola uses her TELEPORTATION power to leave the roof.

JUN 09 2015

Timing:



Production :

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EPISODE #

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# ADVENTURE TIME



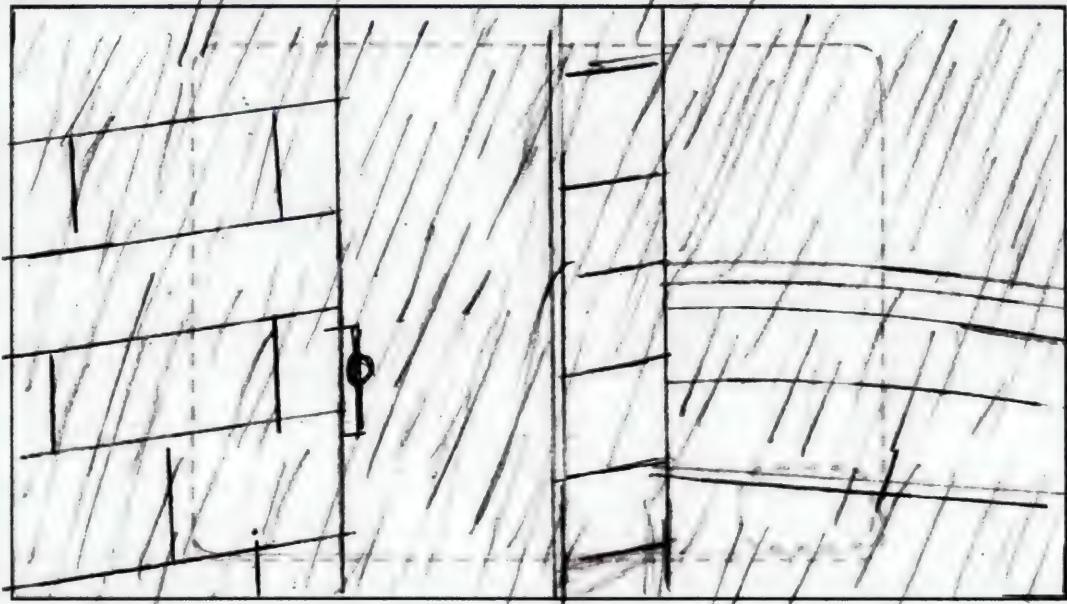
Page 180

Sc. 75 *cont*

Pnl. H

Bg.

day night

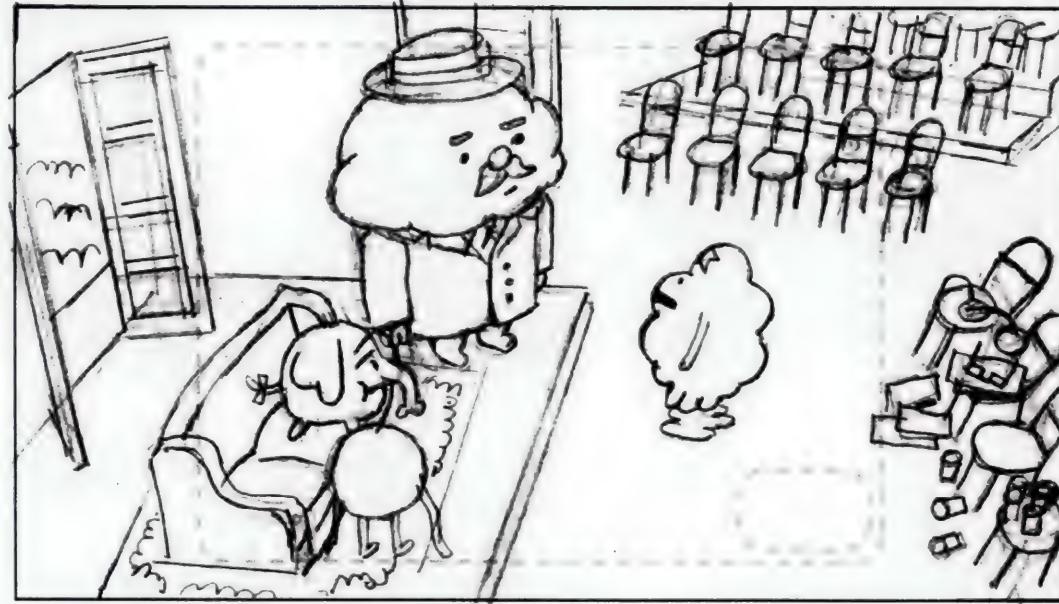


Sc. 76

Pnl. A

Bg.

day night



**Dialog:**

LSP: This play is set in a country called Eng-Land.  
(TWO WORDS)

**Action:**

LSP is explaining something to Mr. Cupcake.

**Timing:**

JUN 09 2015

Production :

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# ADVENTURE TIME



Page 181

Sc. 77

Pnl. A

Bg.

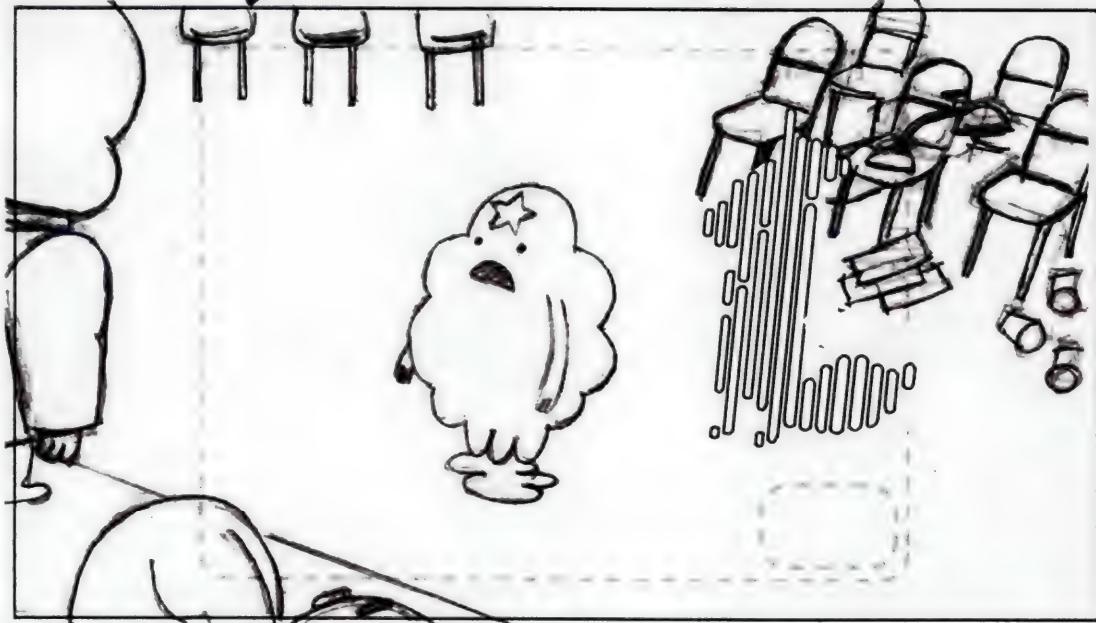
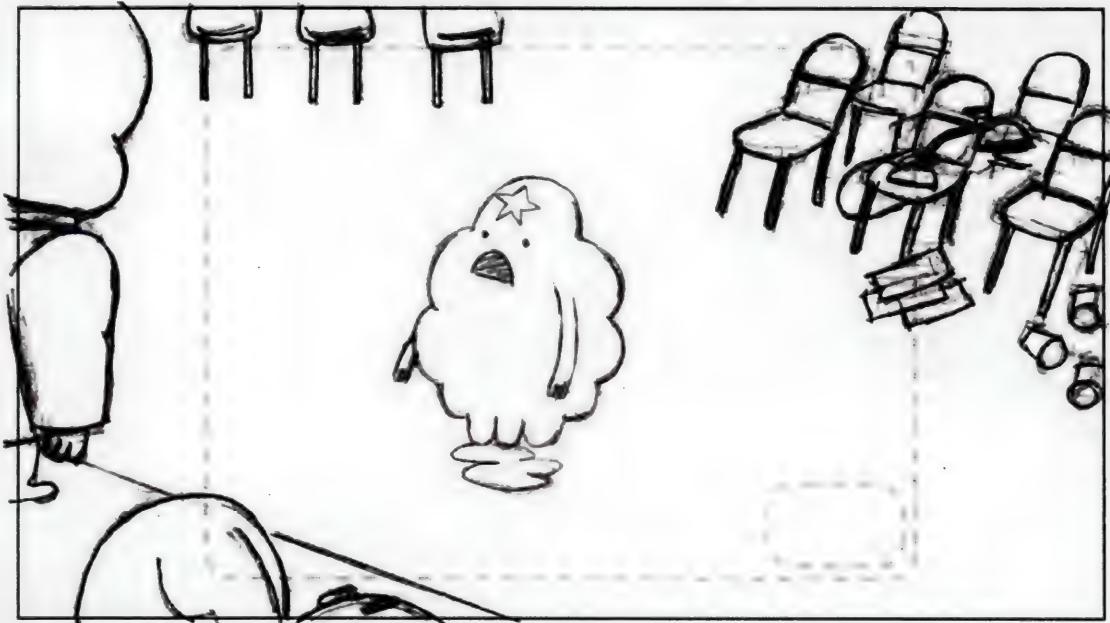
day night

Sc. 77 ~~cont~~

Pnl. C

Bg.

day night



1034/223

**Dialog:**

LSP: --- and in ENG-LAND --

LSP: --- anyone called Tree Trunks ---

**Action:**

Closer on LSP, talking to Mr. Cupcake.

Viola appears magically, behind LSP.

**Timing:**

JUN 09 2015



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EPISODE #

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1034/223

# ADVENTURE TIME

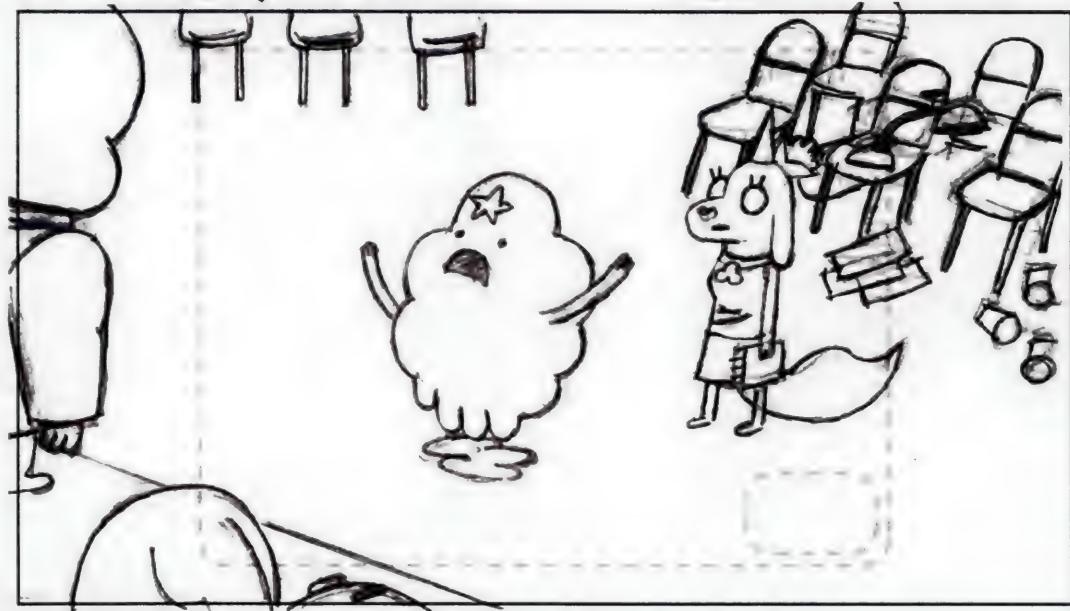


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Sc. 77 ~~cont~~ Pnl. C

Bg.

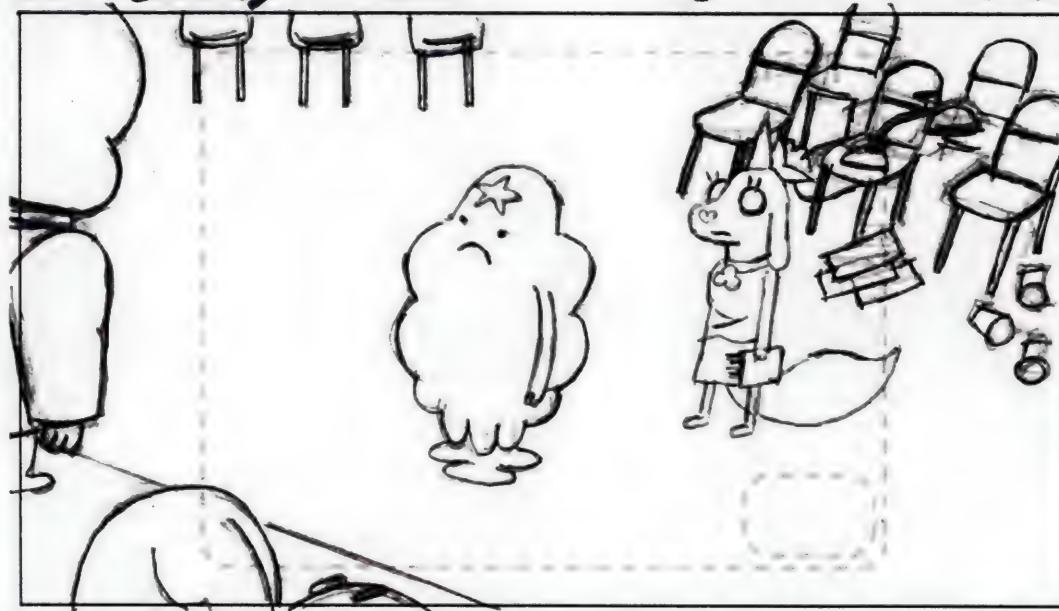
day night



Sc. 77 ~~cont~~ Pnl. D

Bg.

day night



**Dialog:**

LSP: --- is always called 'Miranda Hobson' during the summer. It's her Summer Name.

Mr. C: Oh! I didn't know that.

**Action:**

JUN 09 2015

**Timing:**

Production :

# ADVENTURE TIME



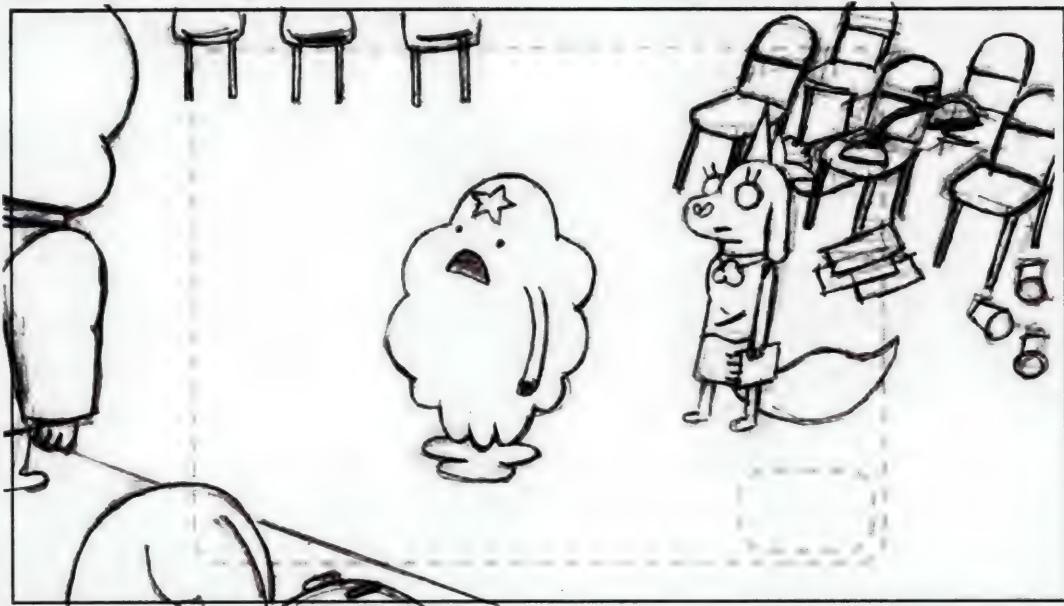
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Sc. 77 cont

Pnl. E

Bg.

day night

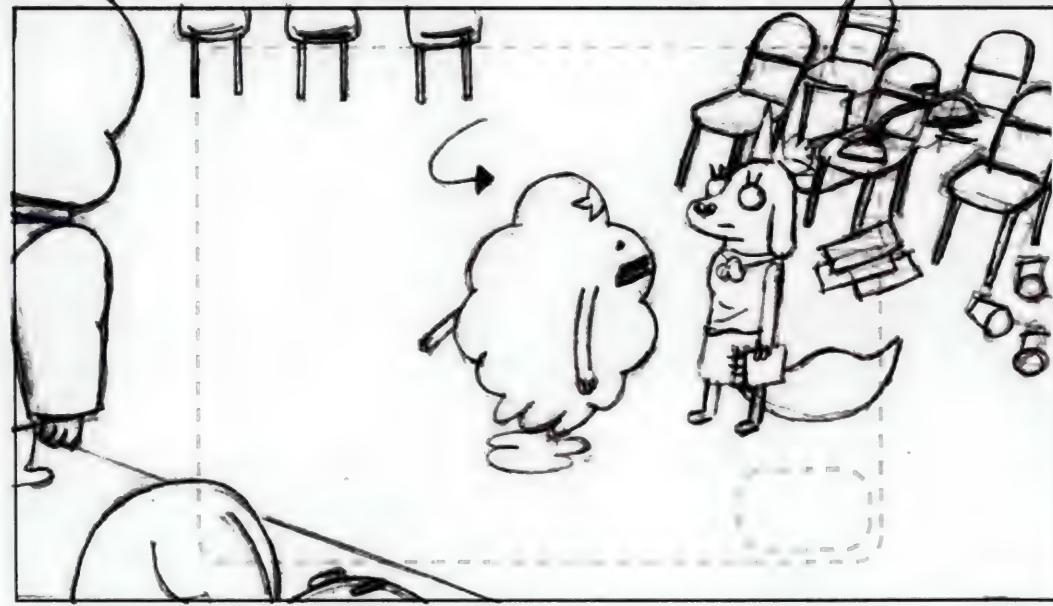


Sc. 77 cont

Pnl. F

Bg.

day night



**Dialog:**

LSP: Yeah.

LSP: So let's ---

**Action:**

LSP turns, to go back to her chair.

JUN 09 2015

**Timing:**

Production :

1034/223

# ADVENTURE TIME

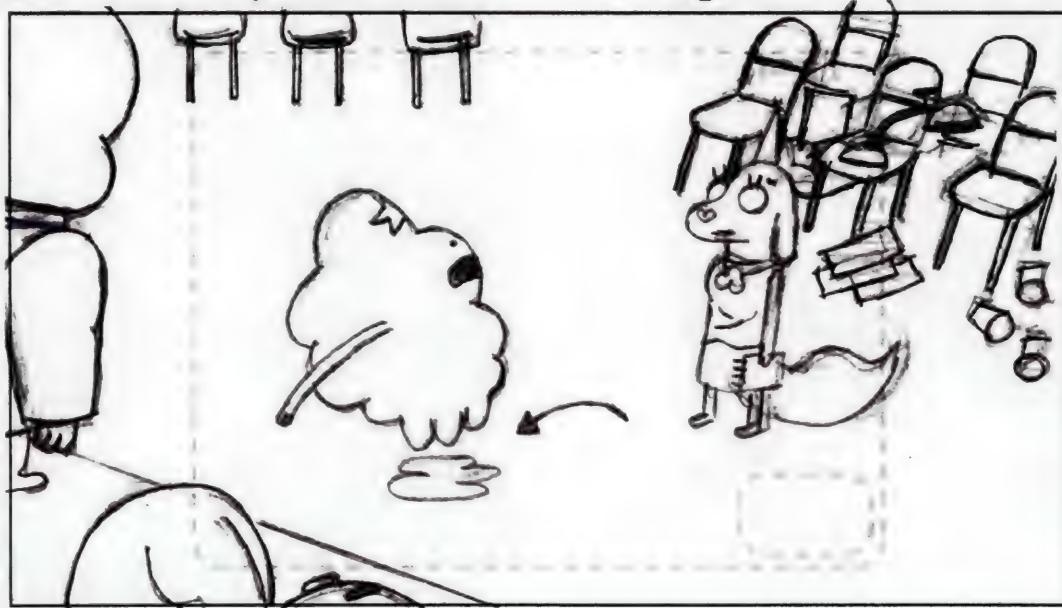


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Page

Sc. 77 ~~cont~~ Pnl. G

Bg.

day night



Sc. 77 ~~cont~~ Pnl. H

Pnl. H

day night



**Dialog:**

LSP: Whoa!

LSP: How did you get here? I locked THE D-- NEVERMIND!

**Action:**

LSP is surprised to see Viola standing there.

JUN 09 2015

**Timing:**

Production :

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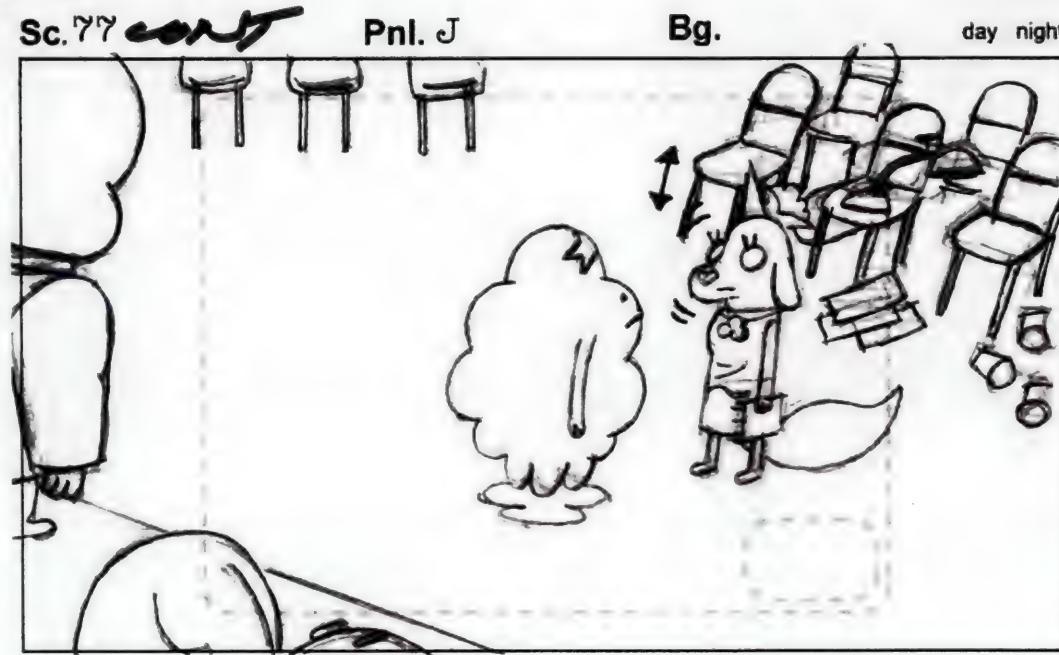
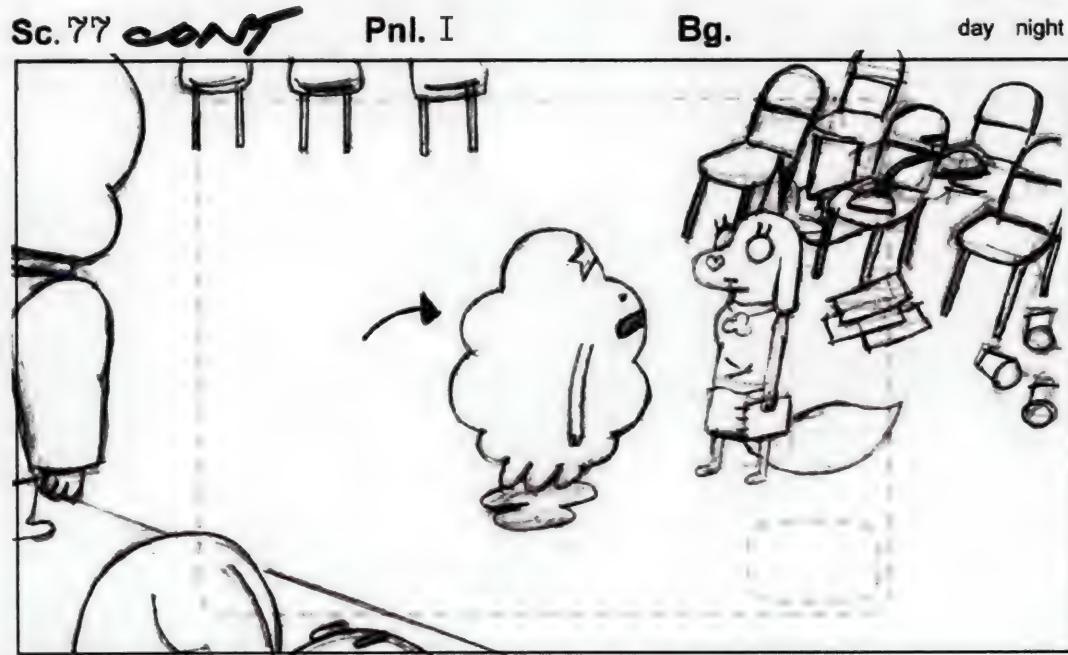
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1034-223

EPISODE #

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Production :



**Dialog:**

LSP: Have you finally figured out what rain looks like?

**Action:**

LSP approaches Viola, questioning her.

Viola nods 'yes'.

JUN 09 2015

**Timing:**

1034/223

# ADVENTURE TIME



Page 186

Sc. 77 cont

Pnl. K

Bg.

day night

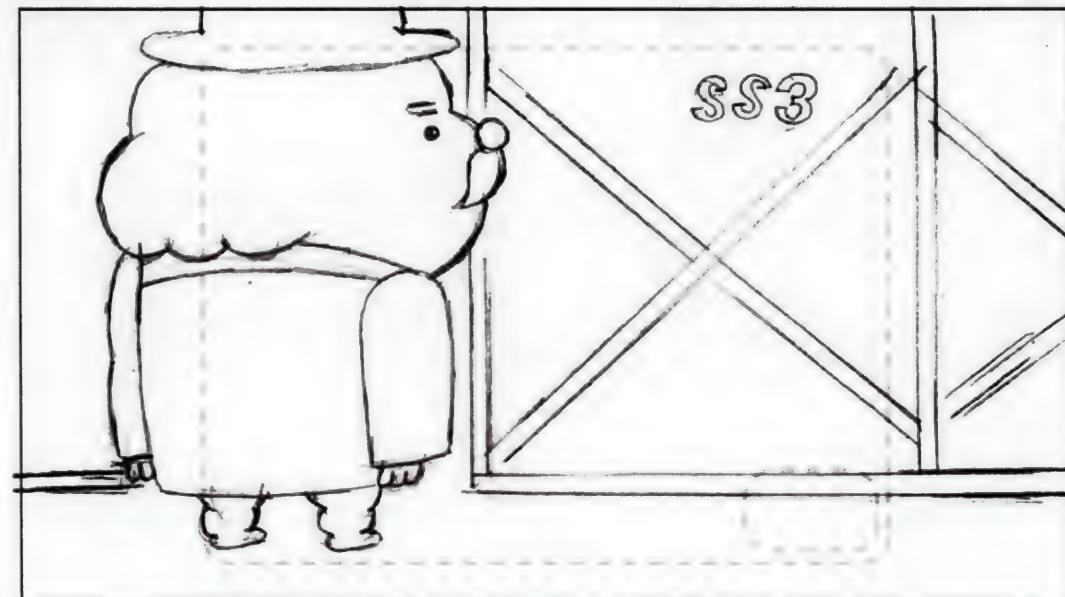


Sc. 78

Pnl. A

Bg.

day night



**Dialog:**

LSP: Let's take it from the top!

**Action:** LSP shouts a back-to-work order, to everyone.

Later: On Mr. Cupcake, waiting for the latest rain effects from Viola.

JUN 09 2015

**Timing:**

EPISODE # 1034-223

Production :

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# ADVENTURE TIME



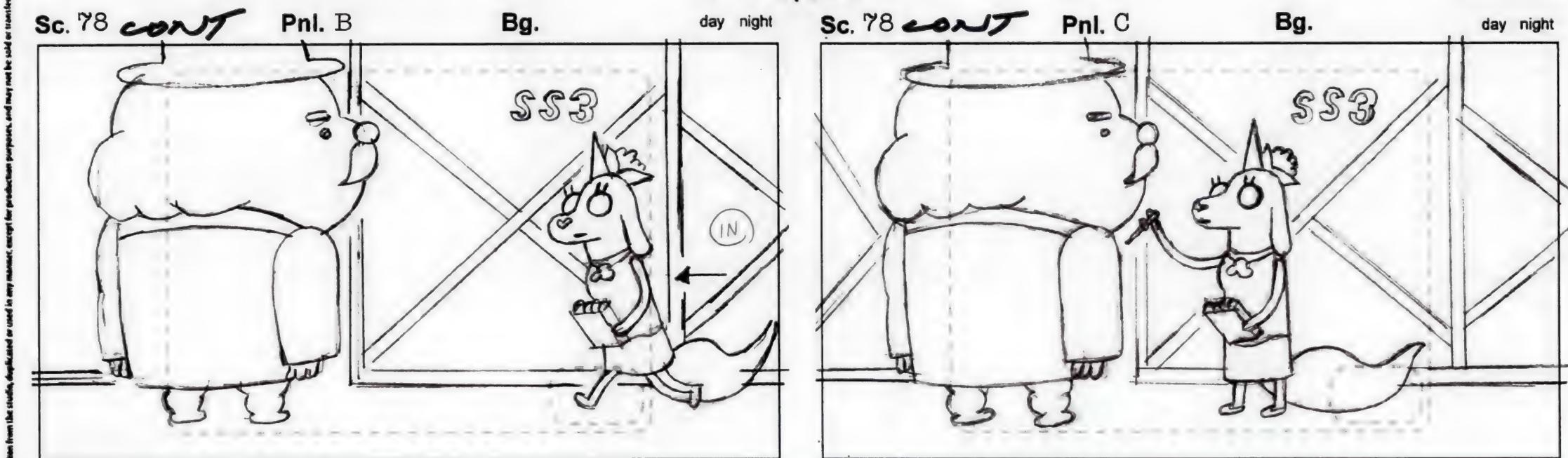
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1034-223

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Dialog:

Action: Viola enters.

Viola holds up an eye-dropper full of water, to create delicate rain-effects.

JUN 09 2015

Timing:

Production :

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## ADVENTURE TIME



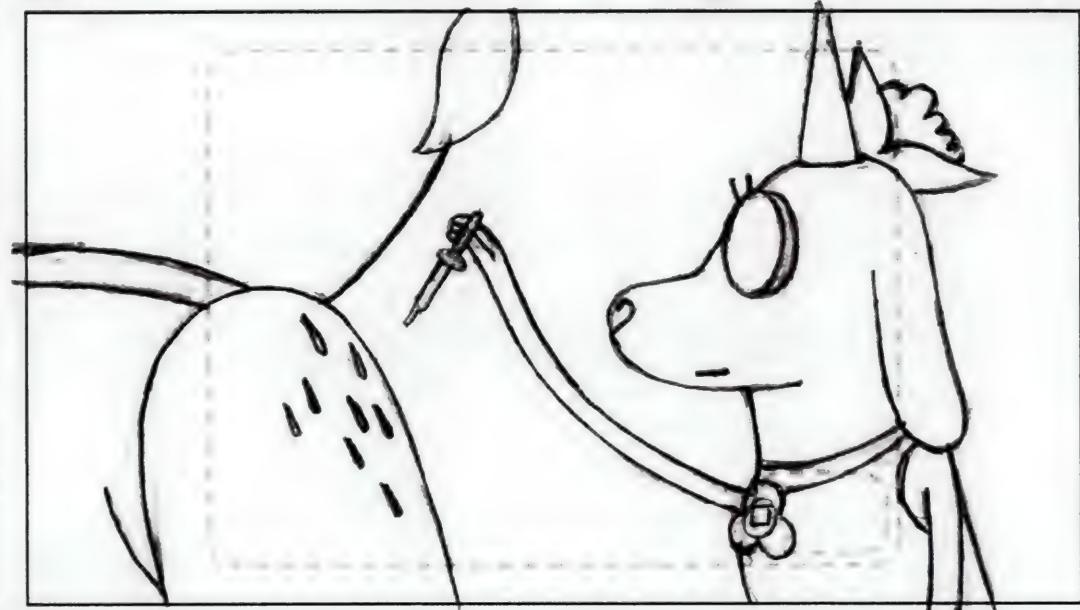
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Sc. 79

Pnl. A

Bg.

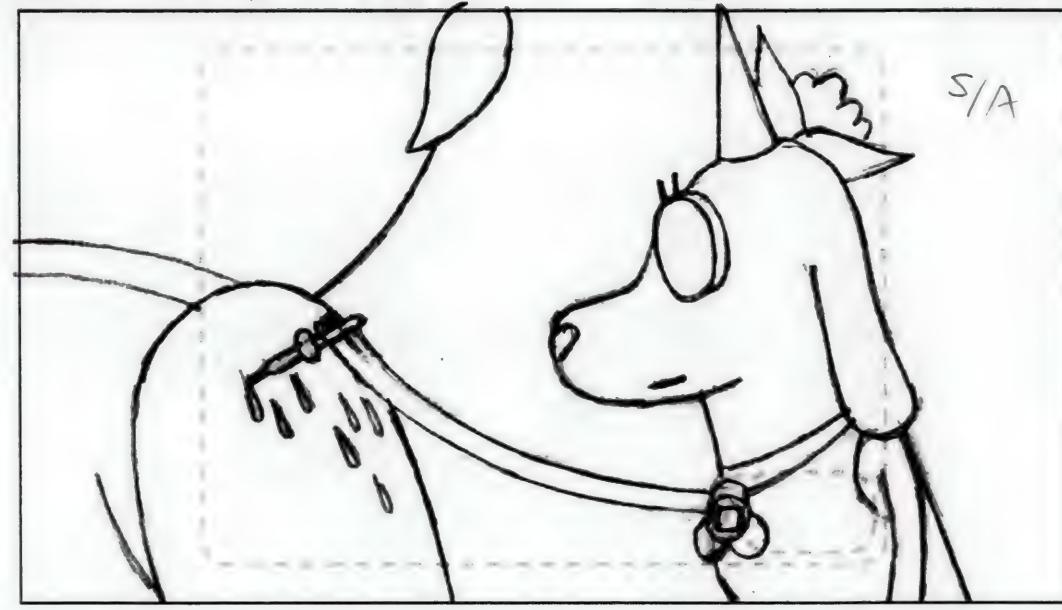
day night

Sc. 79 ~~cont~~

Pnl. B

Bg.

day night



Dialog:

Action: Closer on Viola, creating various raindrops on  
Mr. Cupcake's overcoat. (She is using an eye-dropper.)

JUN 09 2015

Timing:

Production :

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# ADVENTURE TIME



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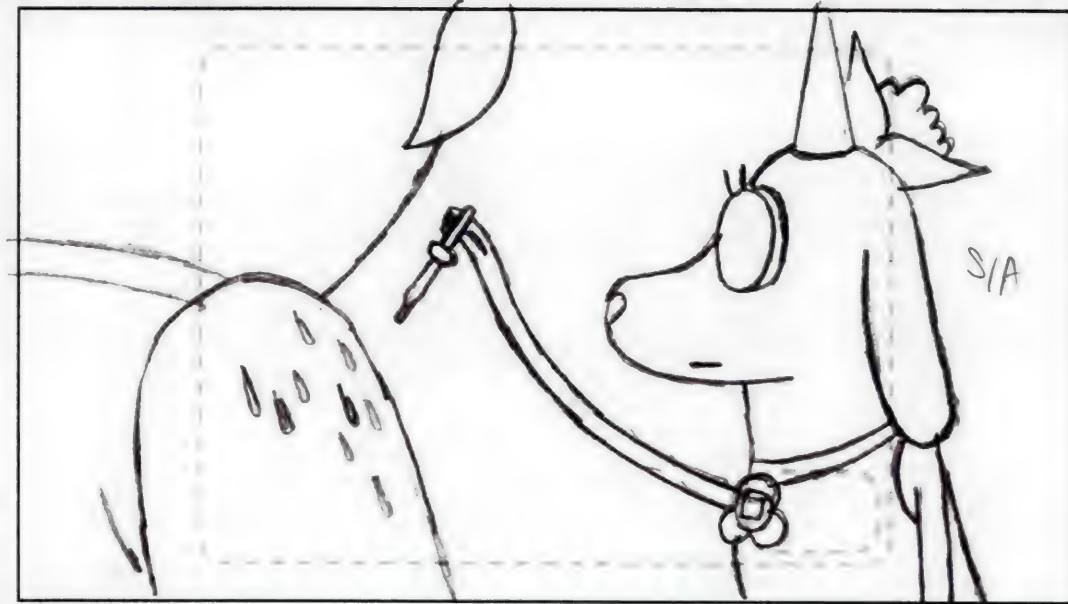
1034/223

Sc. 79 *cont*

Pnl. C

Bg.

day night



Sc. 79 *cont*

Pnl. D

Bg.

day night



**Dialog:**

**Action:**

Viola consults the sketchbook, as reference material for the raindrops.

JUN 09 2015

**Timing:**

Production :

1034/223

## ADVENTURE TIME



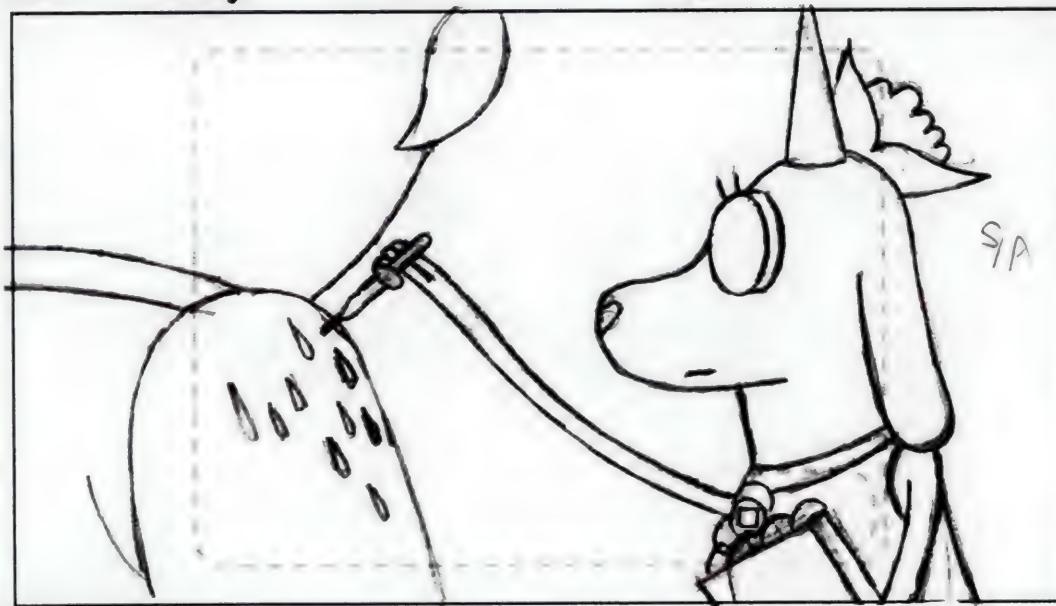
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Sc. 79 *cont*

Pnl. E

Bg.

day night

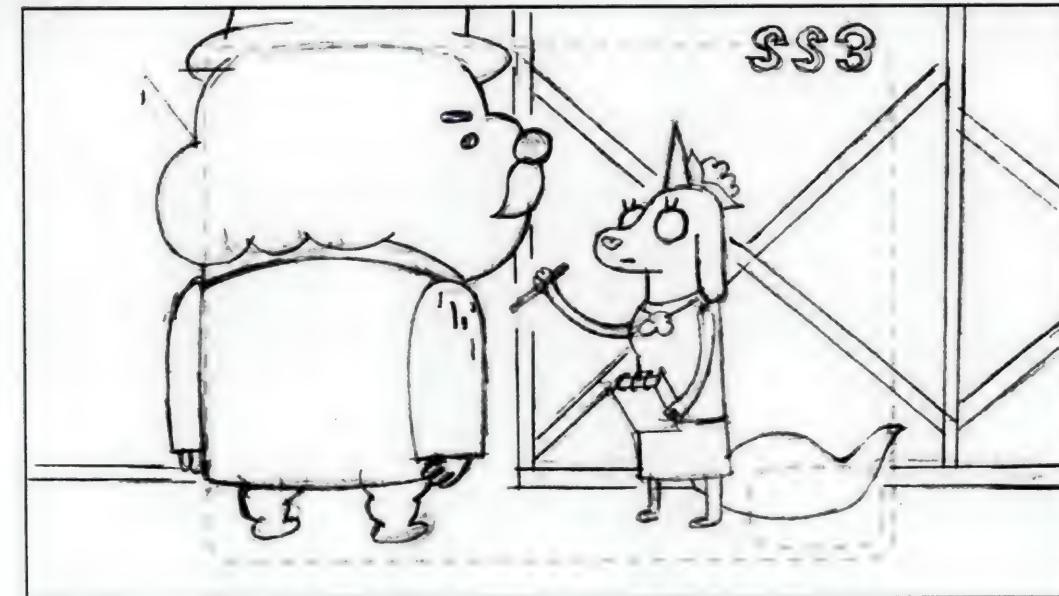


Sc. 80

Pnl. A

Bg.

day night



Dialog:

Action: Viola puts a few more raindrops on the overcoat.

Cut back to the wide shot. Viola has finished making the raindrops.

JUN 09 2015

Timing:

Production :

1034-223

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# ADVENTURE TIME

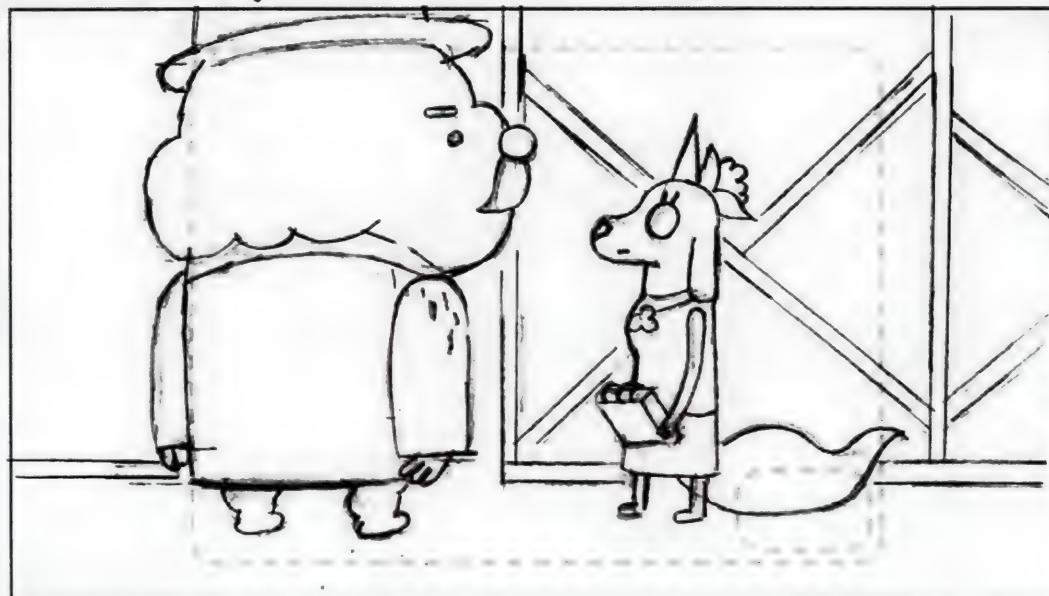


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Page

Sc. 80 *cont* Pnl. B

Bg.

day night

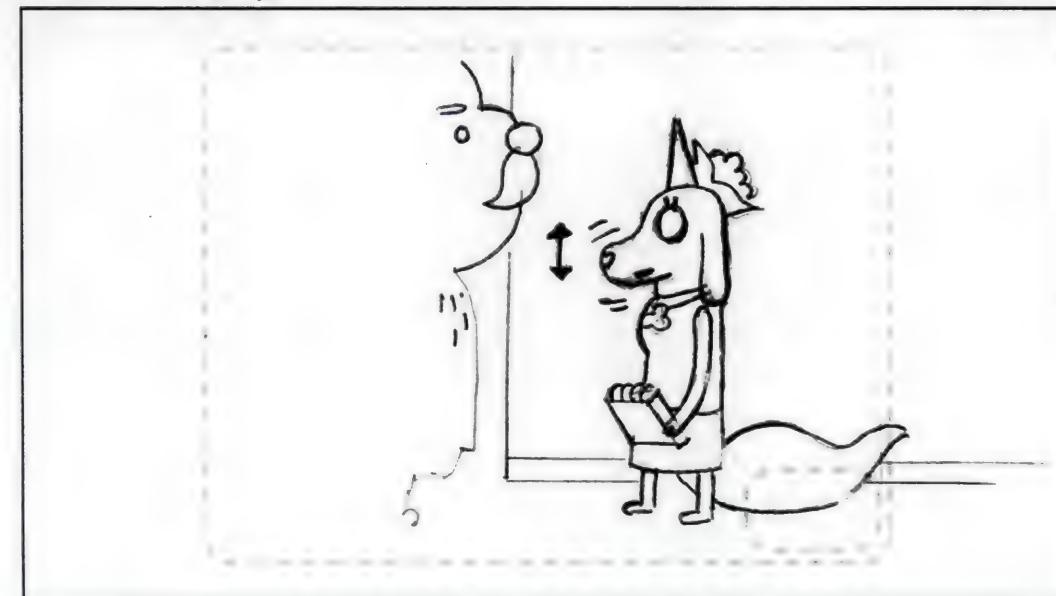


Sc. 80 *cont*

Pnl. C

Bg.

day night



**Dialog:**

**Action:** Settle Viola. She looks at the 'raindrops'.

Viola nods her approval of the 'raindrops'.

JUN 09 2015

**Timing:**

Production :

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# ADVENTURE TIME



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Page

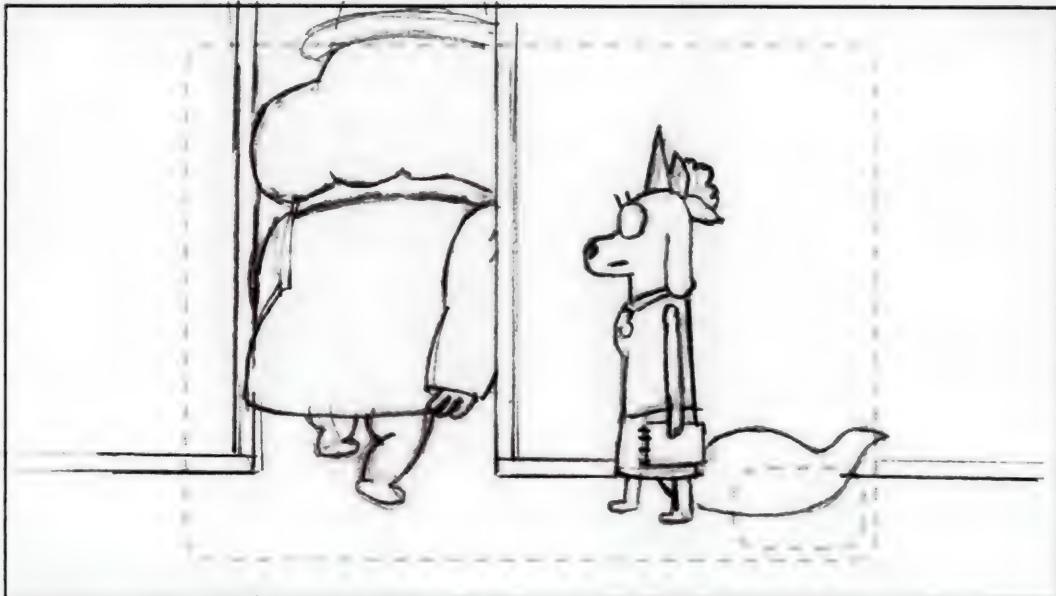
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Sc. 80 *cont*

Pnl. D

Bg.

day night

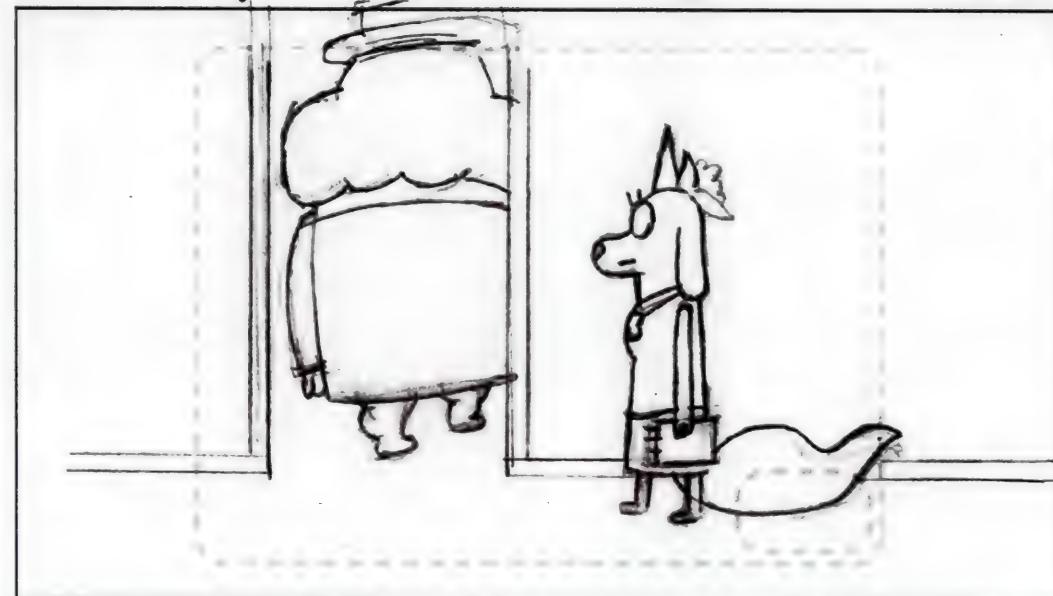


Sc. 80 *cont*

Pnl. E

Bg.

day night



**Dialog:**

SFX: Scrunch!

SFX: Clomp clomp clomp clomp.

**Action:** Mr. Cupcake pushes his way through the set door.

Mr. Cupcake walks onto the set.

JUN 09 2015

**Timing:**

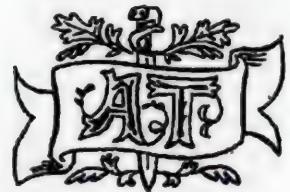
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# ADVENTURE TIME



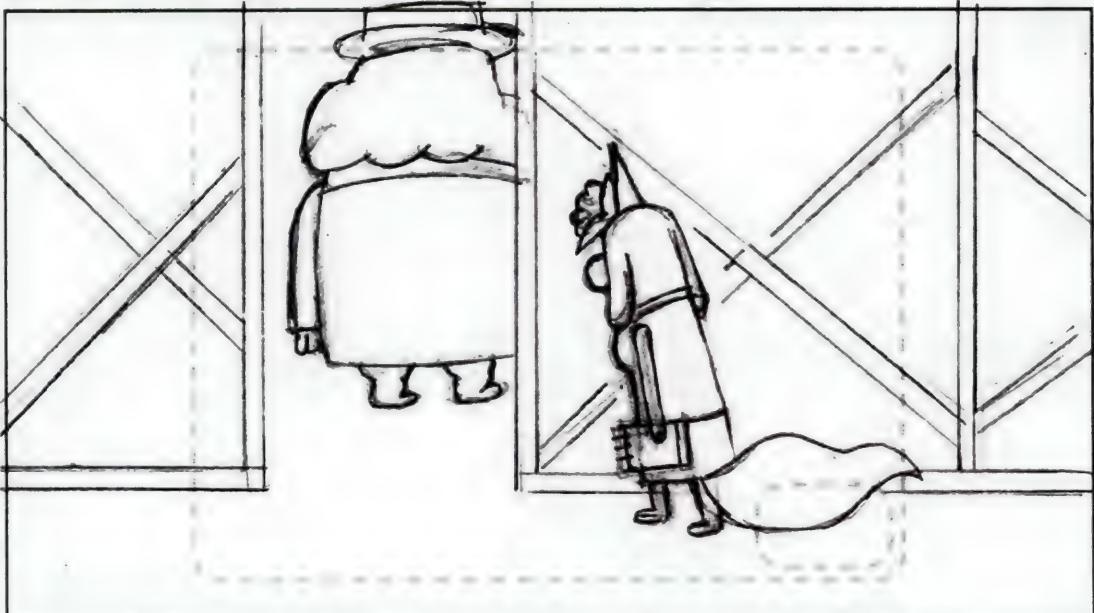
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Sc. 80 ~~cont~~

Pnl. F

Bg.

day night



Sc. 81

Pnl. A

Bg.

day night



**Dialog:**

Mr. C: coming down like cats and dogs.

Mr. C: Reminds me of the rain we had when mother was alive.

**Action:** Mr. Cupcake stands beside the couch and says his line.

Cut to the front of the set. Mr. Cupcake finishes saying his line.

JUN 09 2015

**Timing:**

EPISODE #

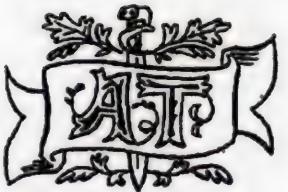
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# ADVENTURE TIME



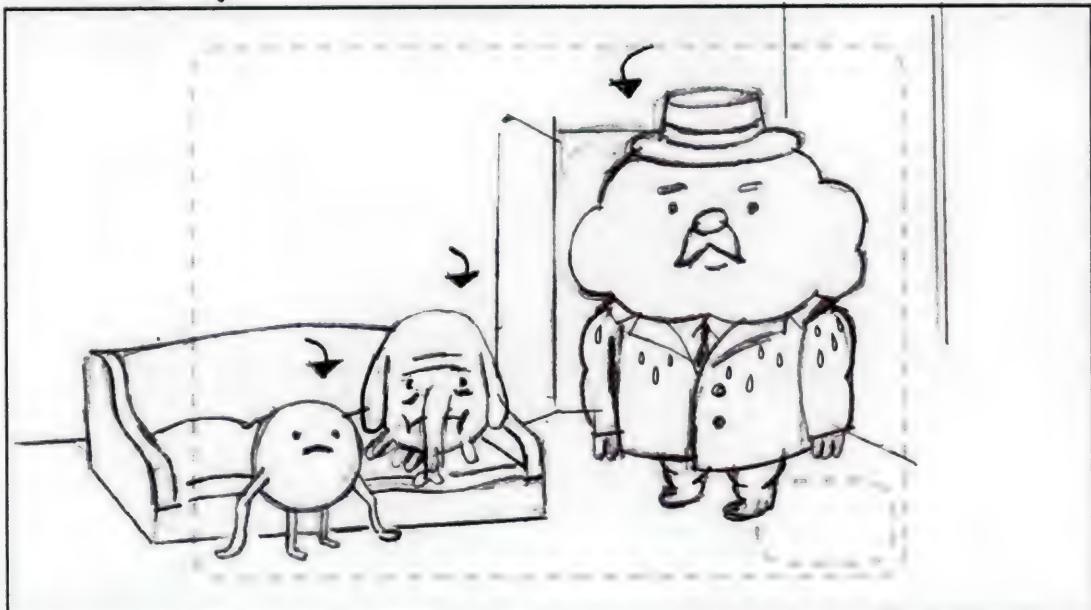
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Sc. 81 *cont*

Pnl. B

Bg.

day night

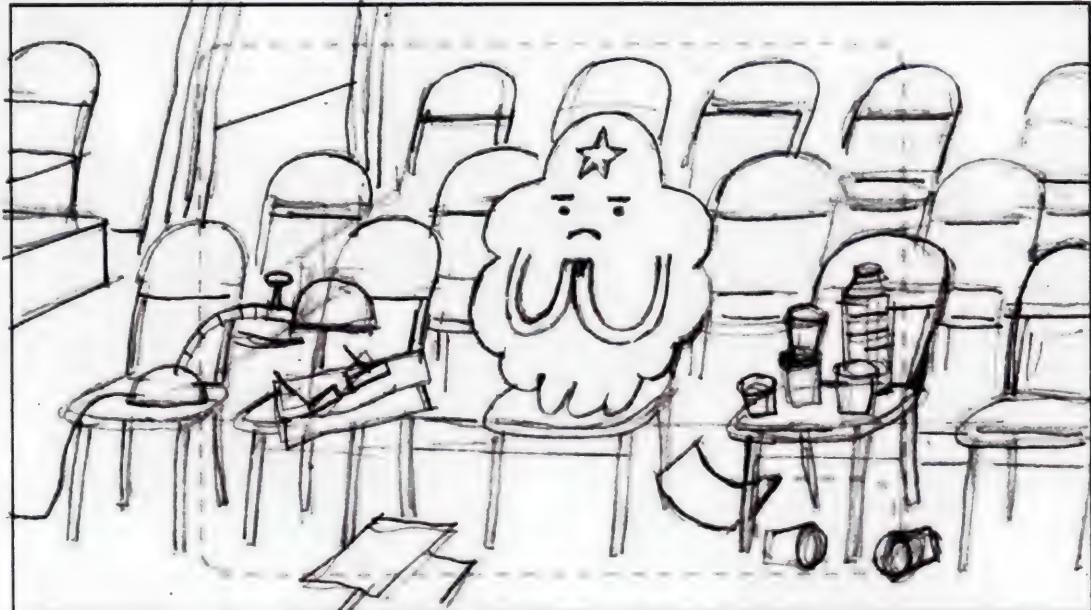


Sc. 82

Pnl. A

Bg.

day night



**Dialog:**

**Action:** The actors look toward LSP, for approval.  
(For approval of the raindrops.)

On LSP thinking, judging.

JUN 09 2015

**Timing:**

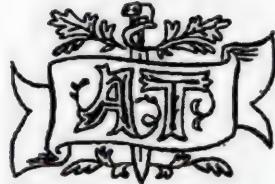
Production :

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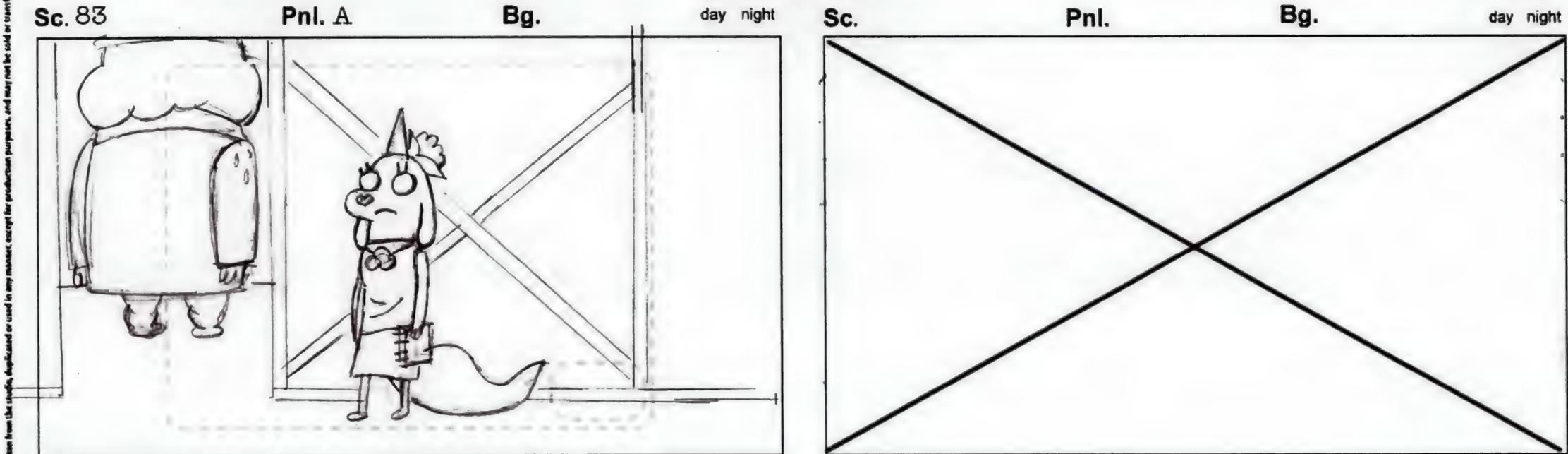
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# ADVENTURE TIME



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Dialog:

Action: Hold Viola -- in suspense.

JUN 09 2015

Timing:

Production :

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# ADVENTURE TIME



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NO PG 197  
day night

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EPISEOD #

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Sc.

Pnl.

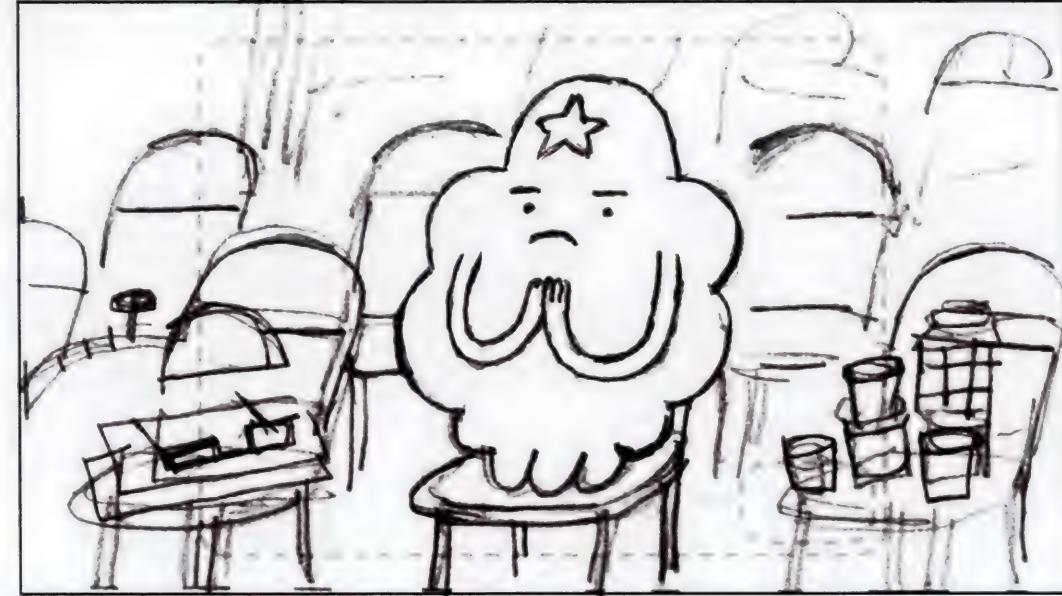
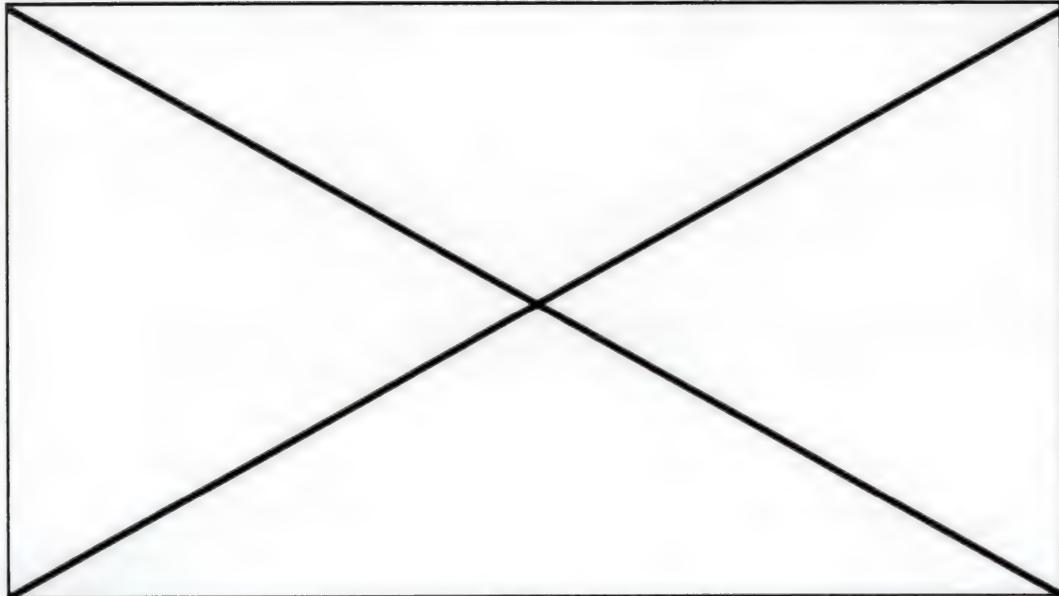
Bg.

day night

Sc. 84

Pnl. A

Bg.



Dialog:

Action:

Timing:

JUN 09 2015

Production :

1034/223

# ADVENTURE TIME



NO SC'S  
85-86

198  
Page \_\_\_\_\_

1034/223

Sc.	Pnl.	Bg.	day night	Sc. 84 cont	Pnl. B	Bg.	day night
<p><b>Dialog:</b></p> <p>LSP: It'll have to do.</p>							
<p><b>Action:</b></p> <p>On LSP again. She makes her judgment. She thinks the raindrops are okay.</p>							
<p><b>Timing:</b></p> <p>JUN 09 2015</p>							

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Production :

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## ADVENTURE TIME

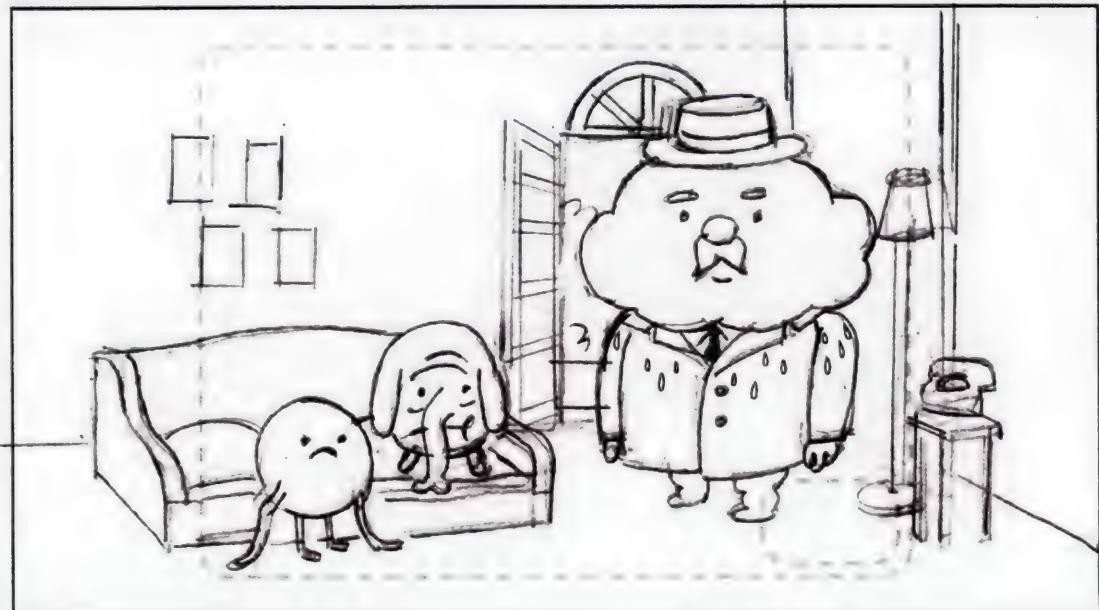
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Sc. 87

Pnl. A

Bg.

day night



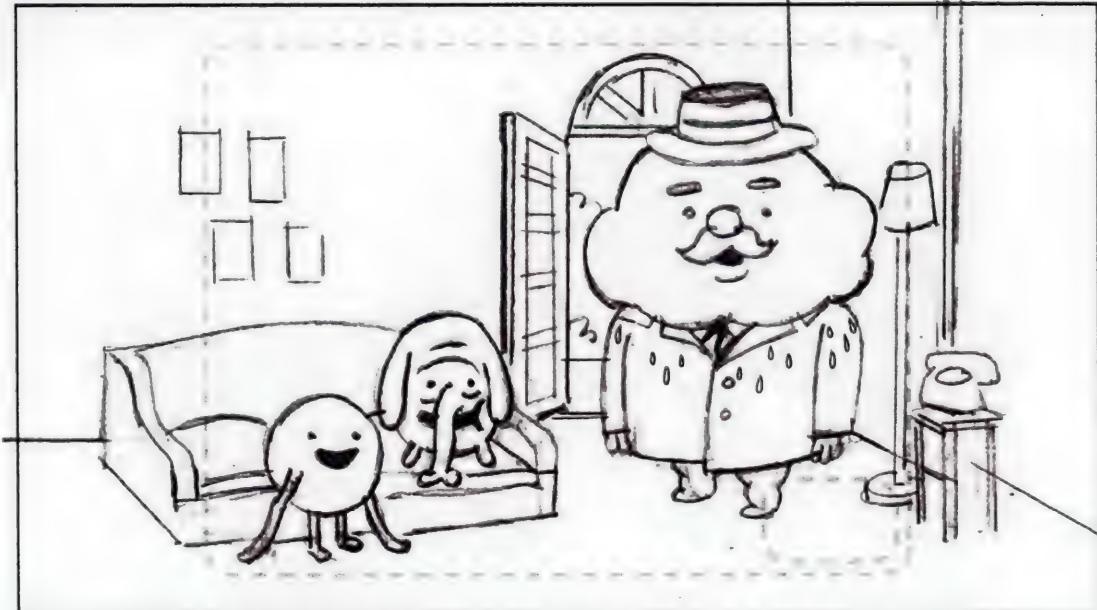
Sc. 87

cont

Pnl. B

Bg.

day night



## Dialog:

Action: On the actors, looking at LSP.

The actors are really relieved that LSP likes the raindrops.

JUN 09 2015

## Timing:

Production :

1034/223

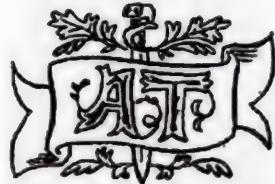
EPISODE # 1034-223

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# ADVENTURE TIME



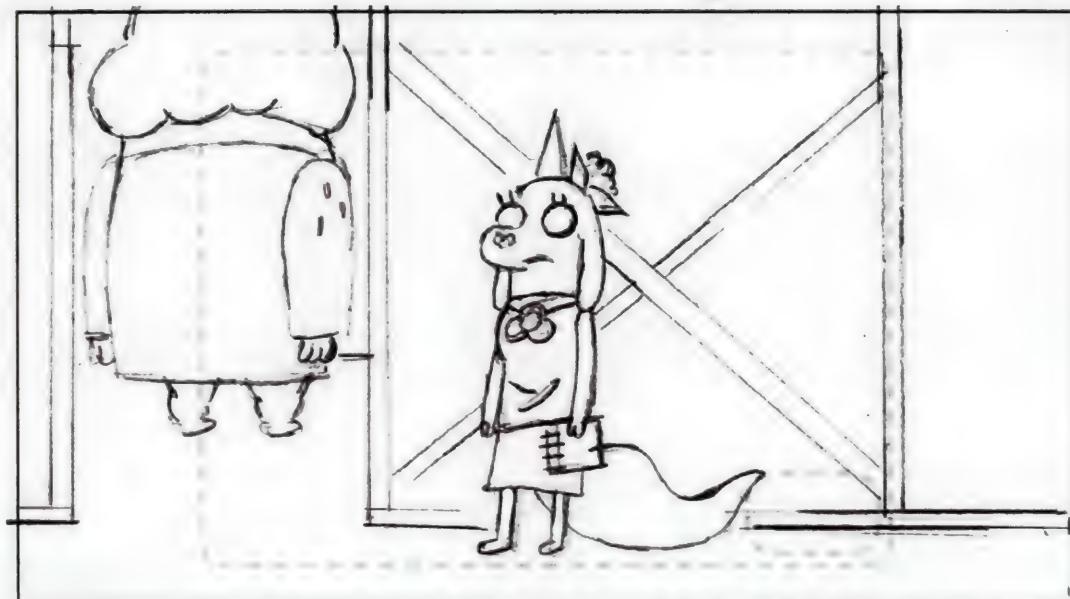
200  
Page \_\_\_\_\_

Sc. 88

Pnl. A

Bg.

day night



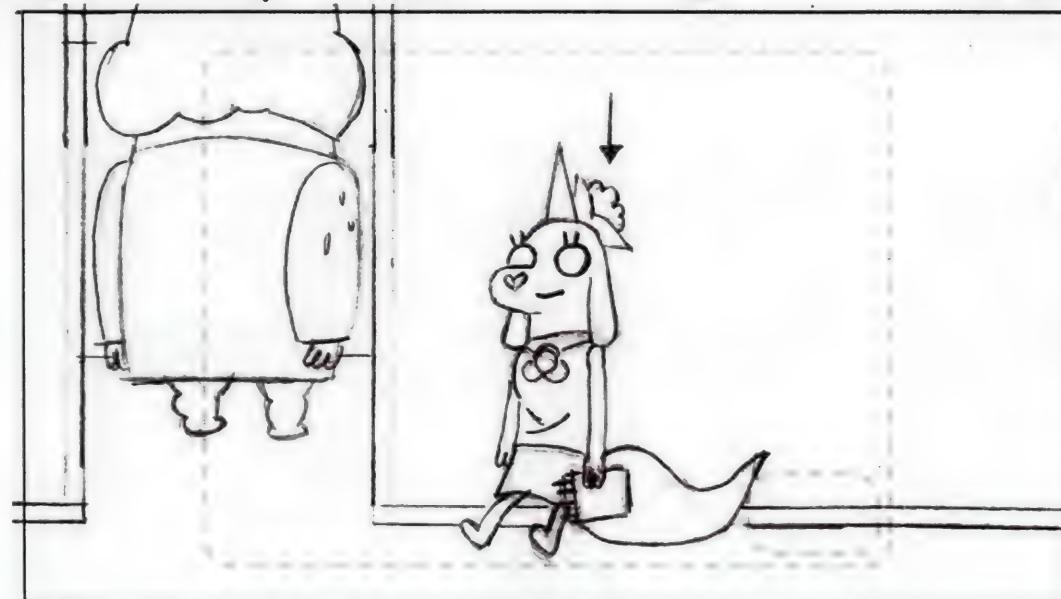
Sc. 88

~~cont~~

Pnl. B

Bg.

day night



Dialog:

Action: On Viola -- she slowly reacts to LSP's positive comment ...

Viola relaxes, with relief!

JUN 09 2015

Timing:

Production :

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# ADVENTURE TIME



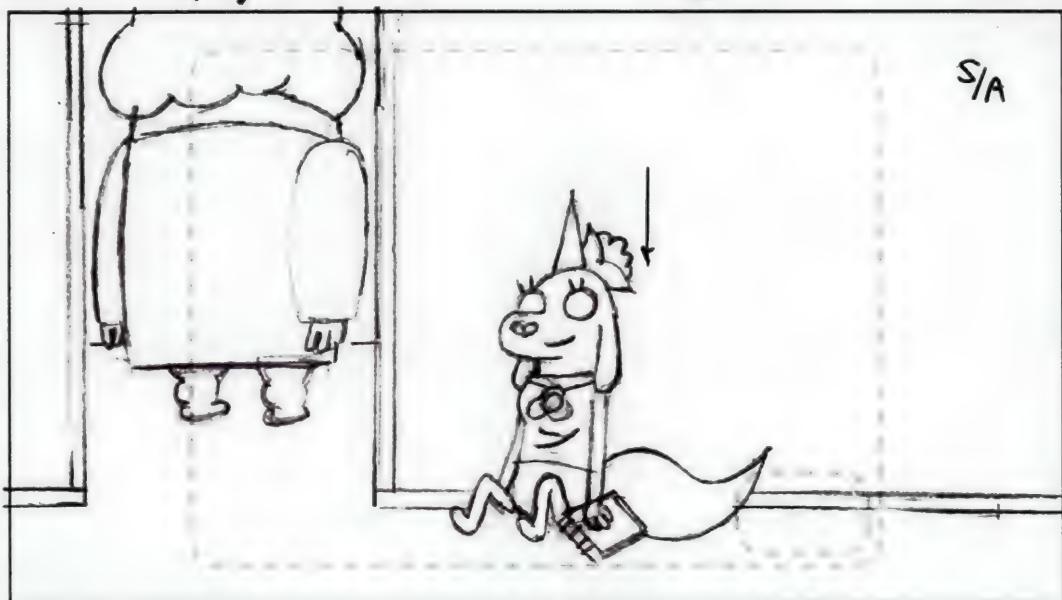
201  
Page \_\_\_\_\_

Sc. 88 cont

Pnl. C

Bg.

day night

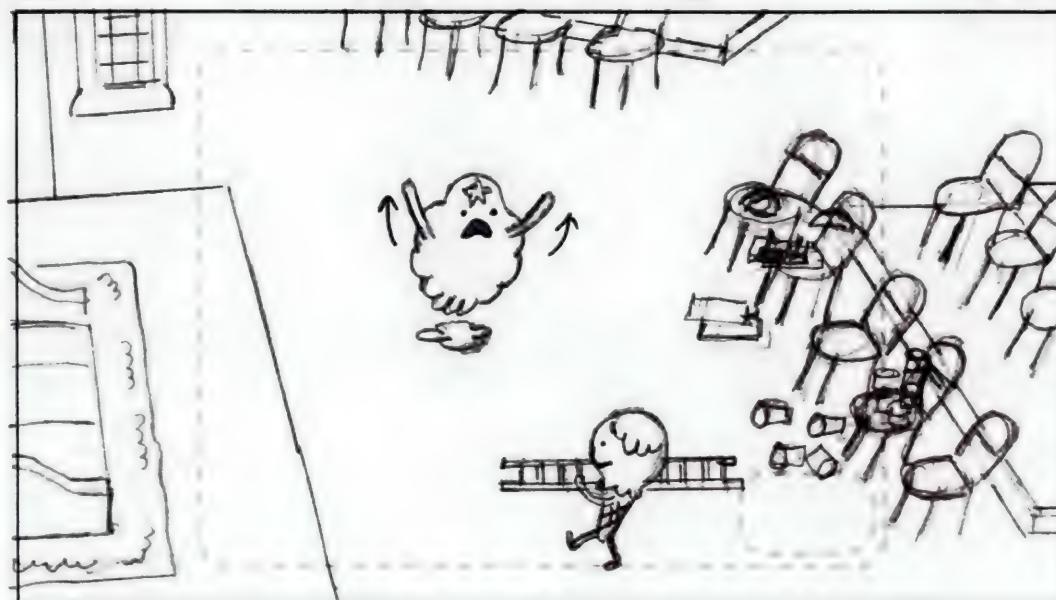


Sc. 89

Pnl. A

Bg.

day night



Dialog:

LSP: Okay,

SP



Action: Viola slowly slides to the floor, relieved.

Later: LSP is getting psyched-up for another rehearsal -- yelling at everyone.

Stage assistants walk through the scene, busily.

JUN 09 2015

Timing:

Production :

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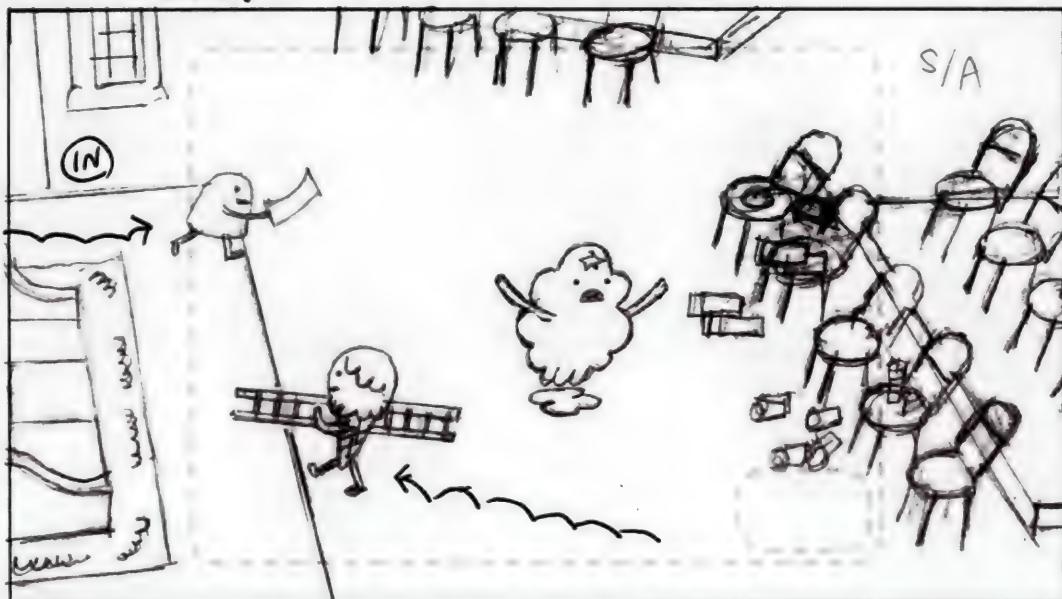
## ADVENTURE TIME

Page 202Sc. 89 *cont*

Pnl. B

Bg.

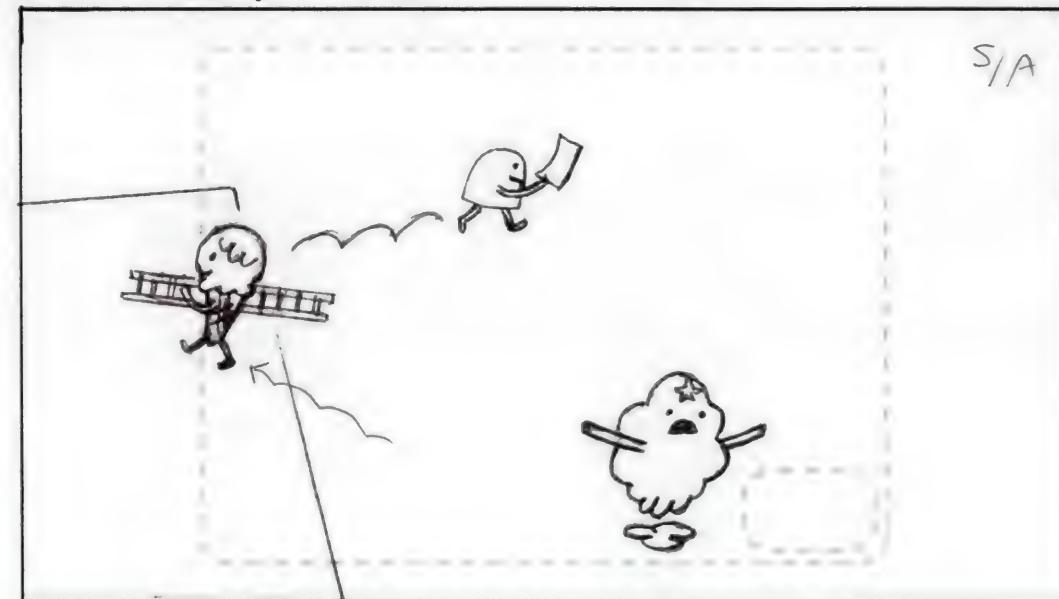
day night

Sc. 89 *cont*

Pnl. C

Bg.

day night



Dialog:

LSP:

LSP: Still lots to finish--

Action:

JUN 09 2015

Timing:

Production :

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# ADVENTURE TIME



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Page \_\_\_\_\_

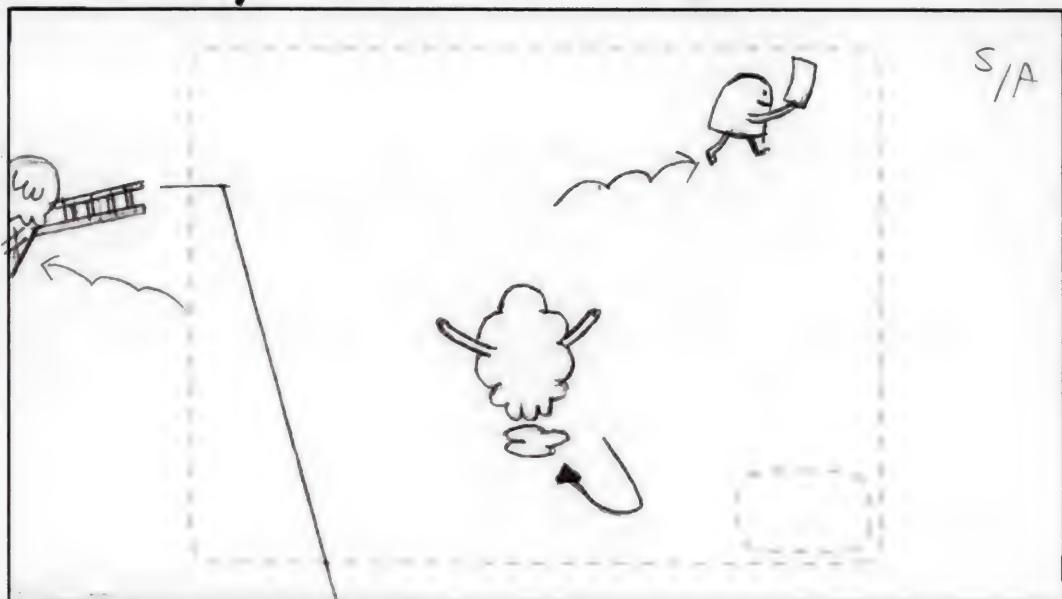
1034/223

Sc. 89 *cont*

Pnl. D

Bg.

day night



Sc. 90

Pnl. A

Bg.

day night



**Dialog:**

LSP: Stay sharp!

LSP (O/S): keep it classy!

MUSIC starts (from O/S)

**Action:**

-CRUNCHY TRIES ON BUTLER COSTUME.

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**Timing:**

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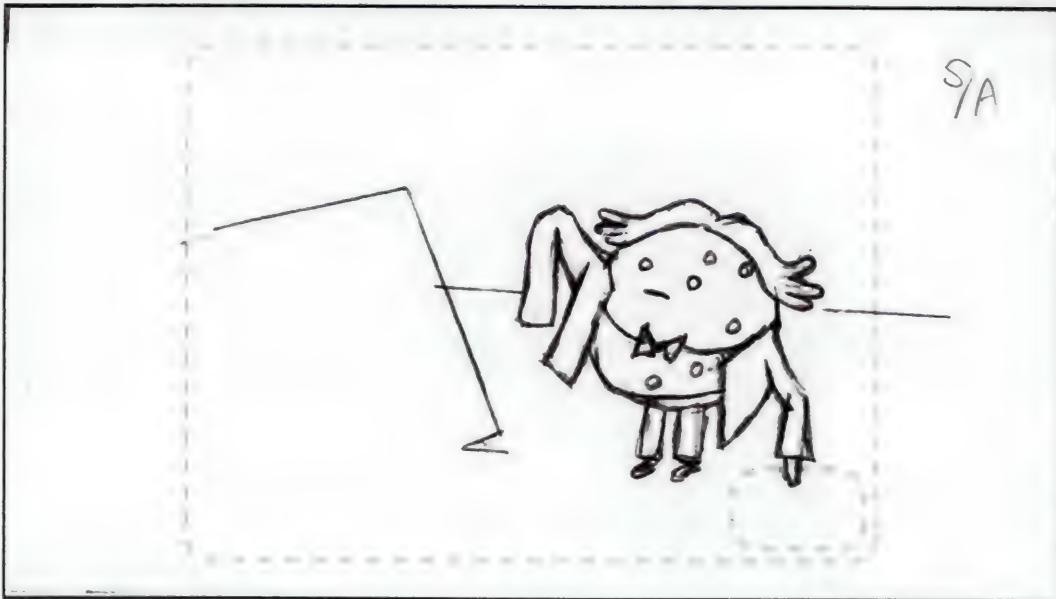
# ADVENTURE TIME



Sc. 90 *cont* Pnl. B

Bg.

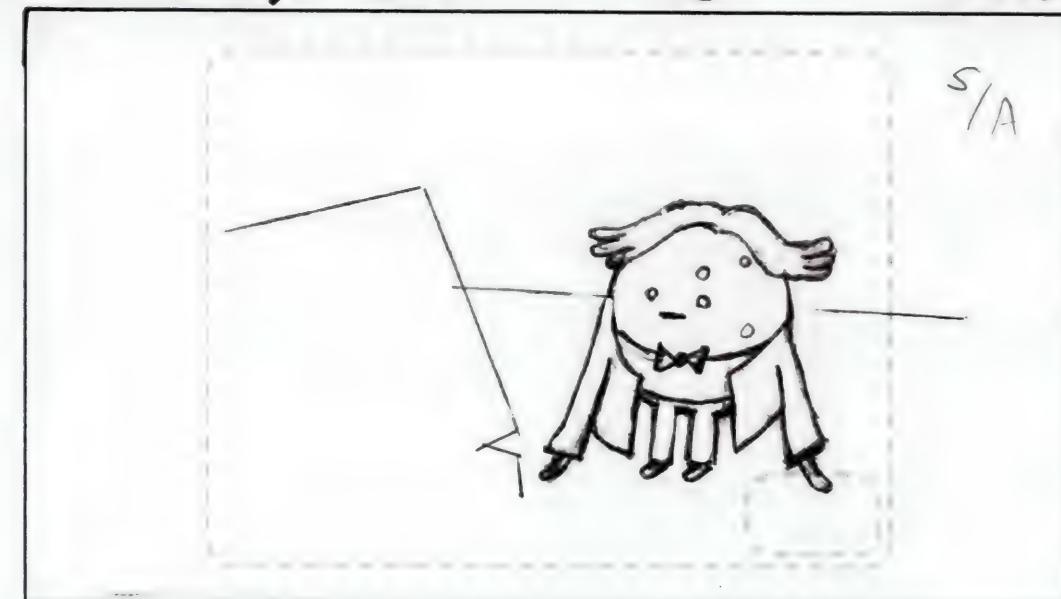
day night



Sc. 90 *cont* Pnl. C

Bg.

204  
Page  
NO PGS 205-206  
day night



**Dialog:**

MUSIC (from O/S)

MUSIC (from O/S)

**Action:**

JUN 09 2015

**Timing:**

Production :

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# ADVENTURE TIME



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Page \_\_\_\_\_

Sc. OUT

Pnl.

Bg.

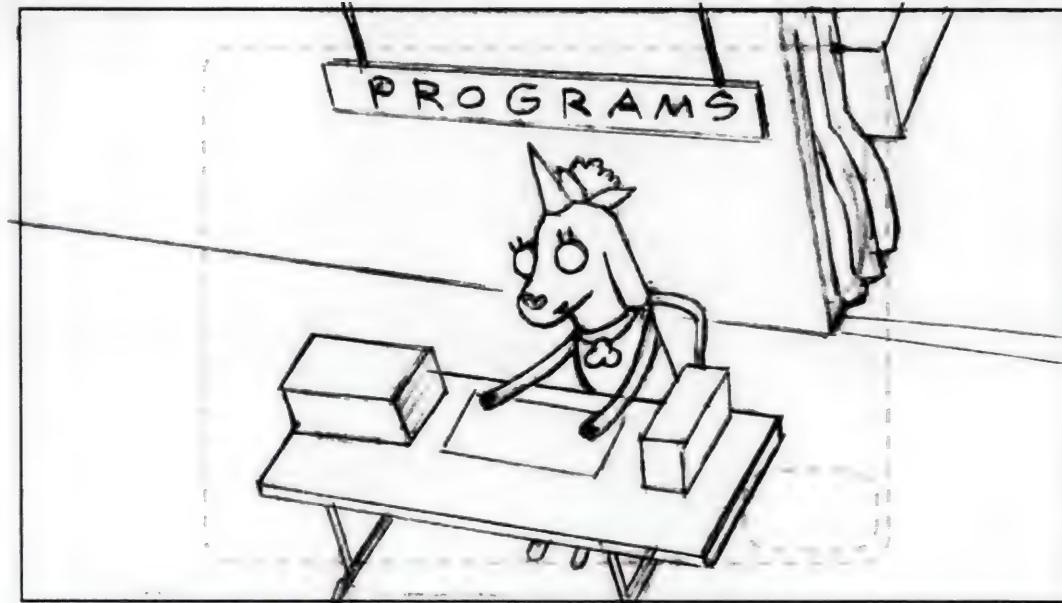
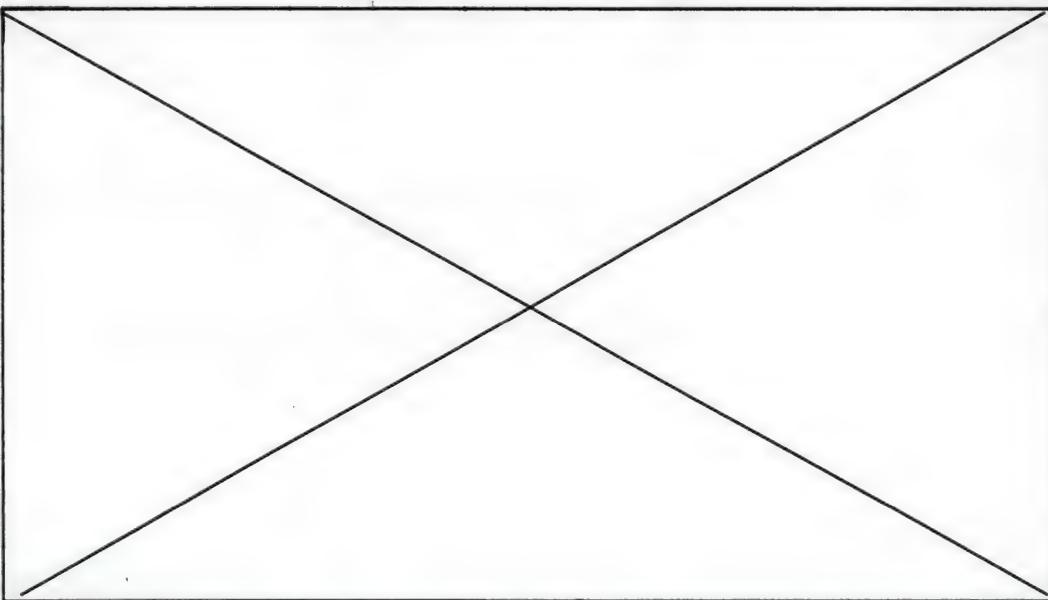
day night

Sc. 93

Pnl. A

Bg.

day night



Dialog:

MUSIC from O/S

Action:

Cut to: Viola folding programs for the play.

JUN 09 2015

Timing:

Production :

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# ADVENTURE TIME



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Page \_\_\_\_\_

Sc. 93 ~~cont~~ Pnl. B

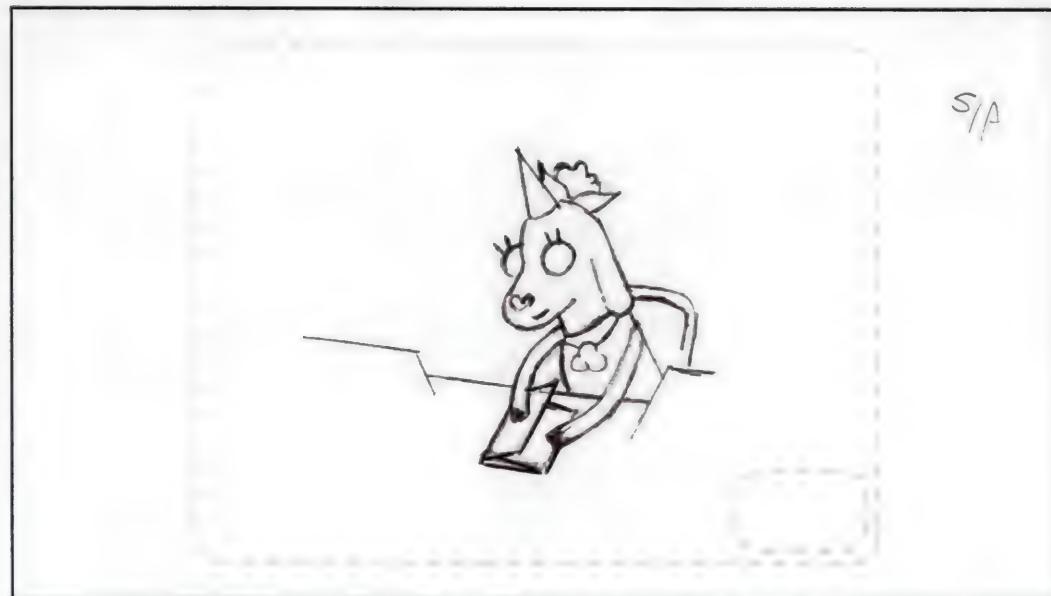
Bg.

day night

Sc. 93 ~~cont~~ Pnl. C

Bg.

day night



**Dialog:**

MUSIC from O/S

MUSIC from O/S

**Action:**

JUN 09 2015

**Timing:**

Production :

1034/223

# ADVENTURE TIME



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Page

1034/223

Sc. 93 ~~cont~~ Pnl. D

Bg.

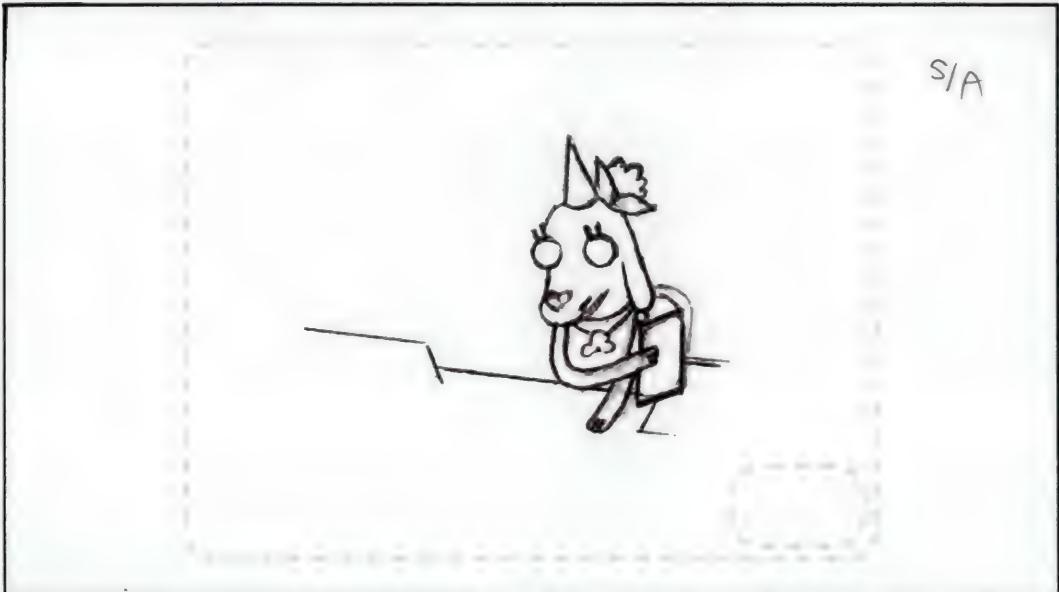
day night

Sc. 93 ~~cont~~

Pnl. E

Bg.

day night



Dialog:

MUSIC from O/S

MUSIC from O/S

Action:

JUN 09 2015

Timing:

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# ADVENTURE TIME



210  
Page

Sc. 93 *cont*

Pnl. F

Bg.

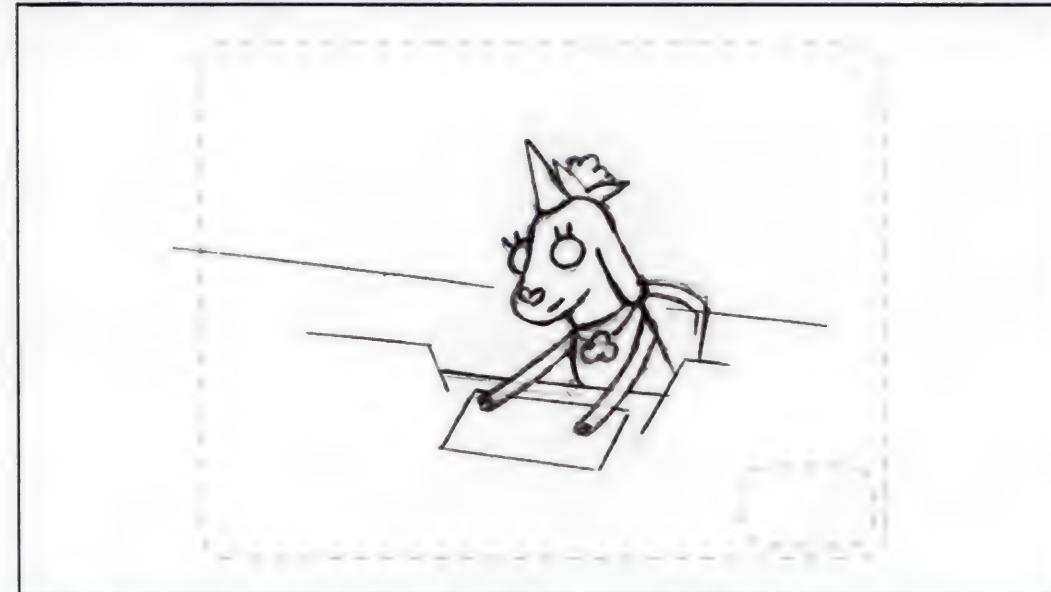
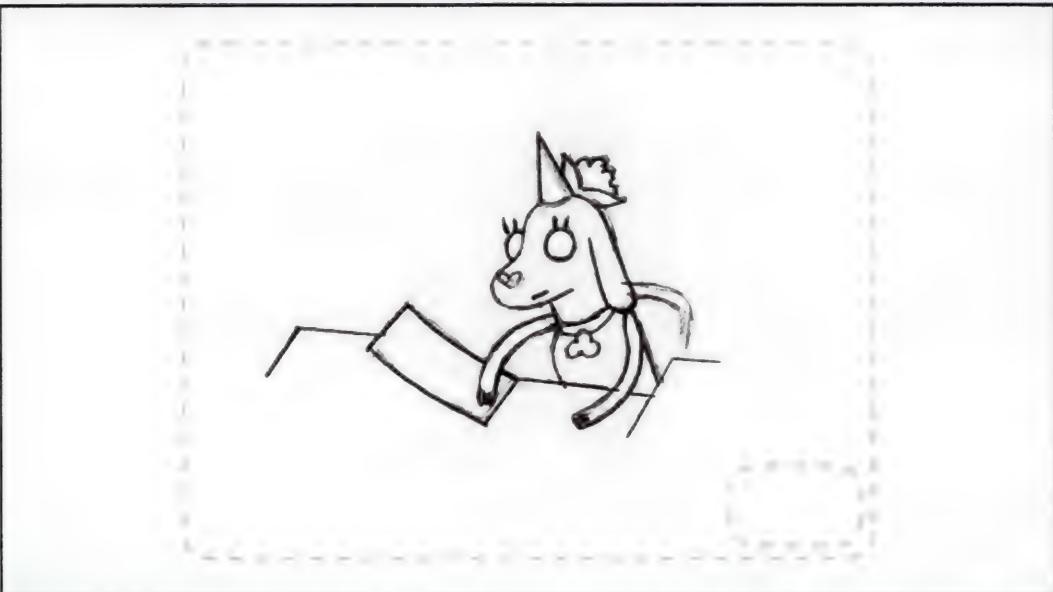
day night

Sc. 93 *cont*

Pnl. G

Bg.

day night



**Dialog:**

MUSIC from O/S

MUSIC from O/S --- Music ends with a flourish.

**Action:**

JUN 09 2015

**Timing:**

Production :

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## ADVENTURE TIME

211  
Page \_\_\_\_\_

Sc. 94

Pnl. A

Bg.

day night

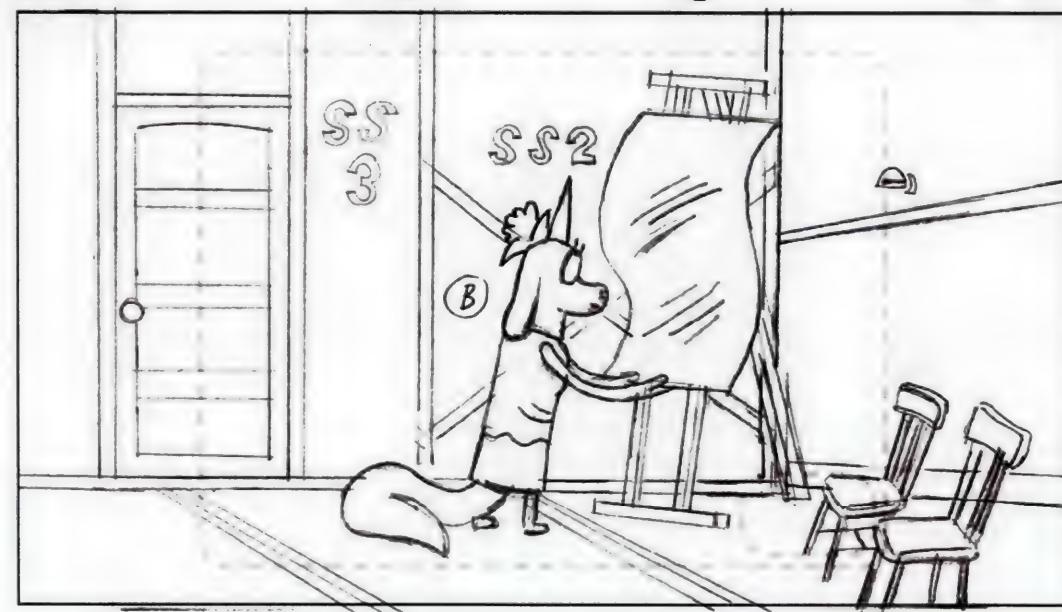


Sc. 95

Pnl. A

Bg.

day night



## Dialog:

LSP: Let's take it from Act 2SFX: Boom-mm-mm. [Thunder]

## Action:

LSP shouts instructions to everyone.

SP

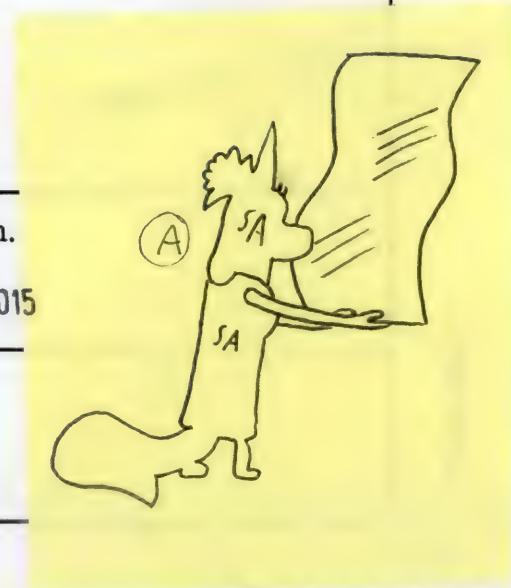


Viola makes thunder sound effects again.

- CYCLE (A) + (B)

JUN 09 2015

## Timing:



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# ADVENTURE TIME

No Sc. 97-98



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Page

Sc. 96

Pnl. A

Bg.

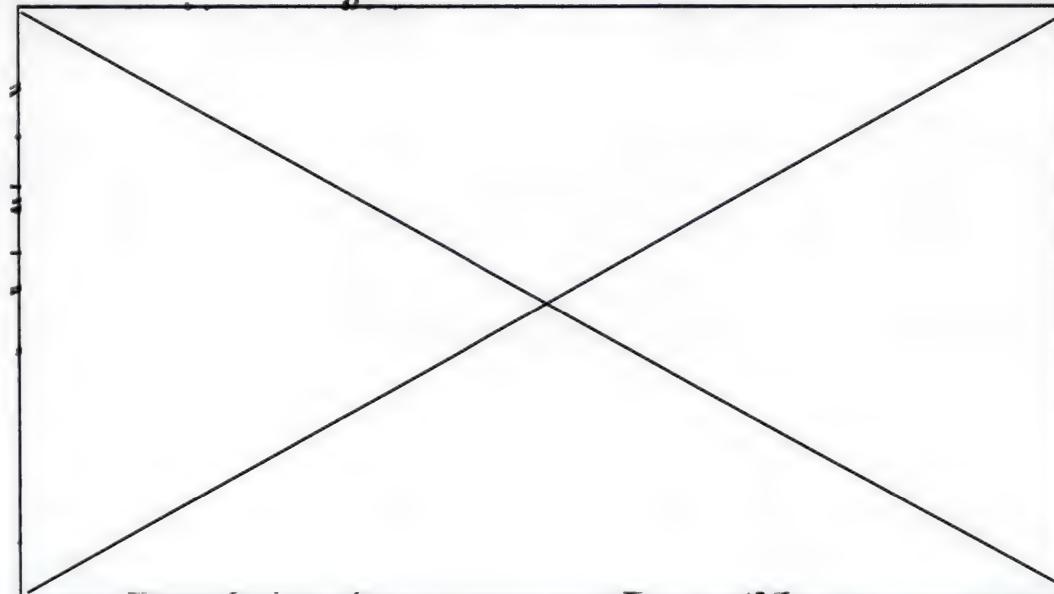
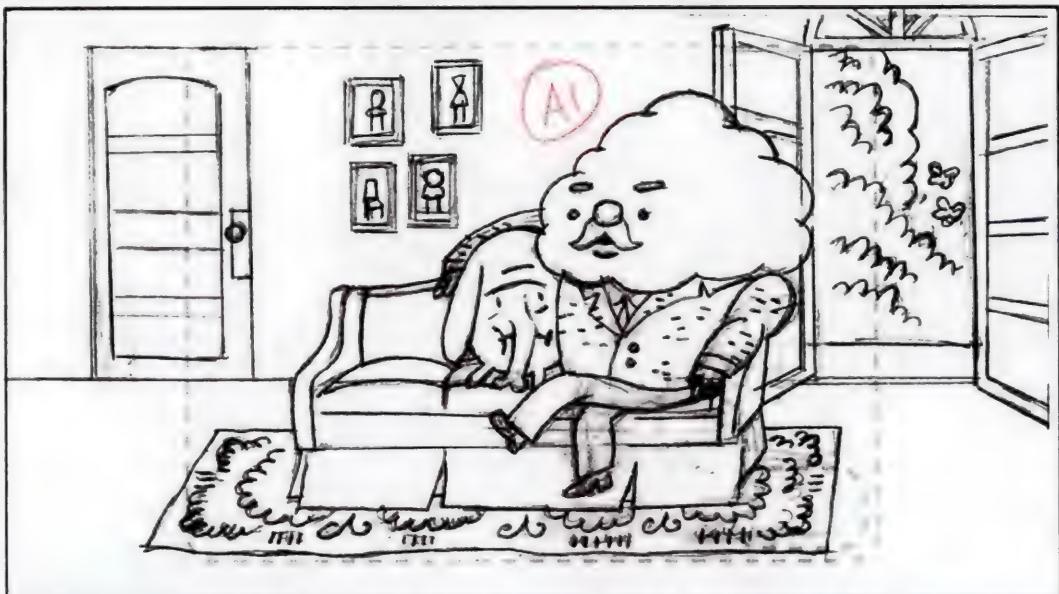
day night

Sc. OUT

Pnl.

Bg.

day night



**Dialog:**

Mr. C: Do you know how lovely you looked this afternoon,  
Tree Trunks ---

TT (O/S): Oh Nigel...

LSP (O/S): MI - RAN - DA !

MR. C: --- Miranda Hobson,

**Action:** Tree Trunks and Mr. Cupcake are in a romantic scene.

JUN 09 2015

**Timing:**



Production :

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# ADVENTURE TIME



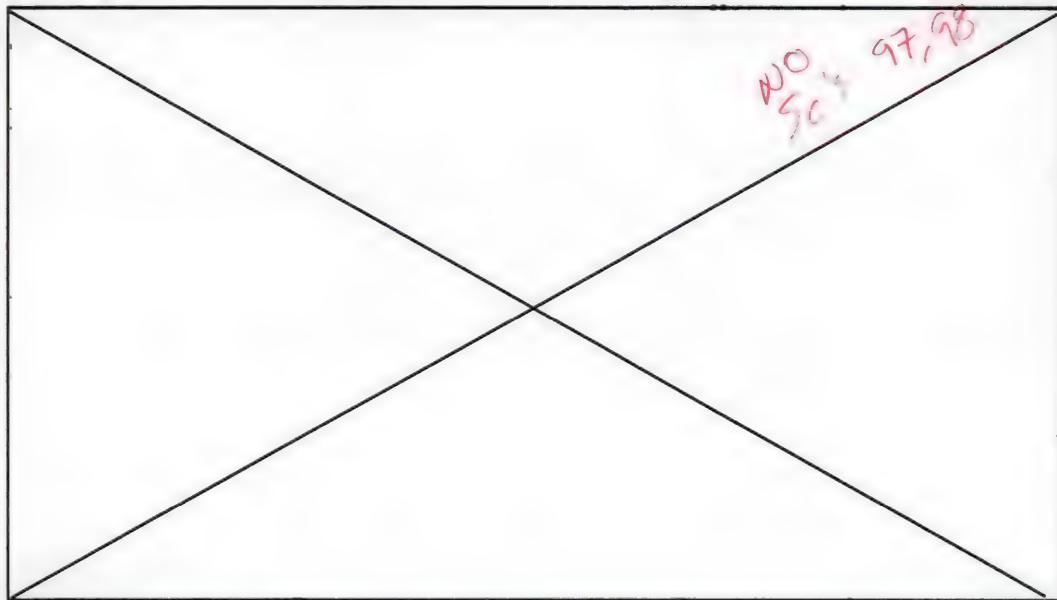
213  
Page \_\_\_\_\_

Sc. OUT

Pnl.

Bg.

day night

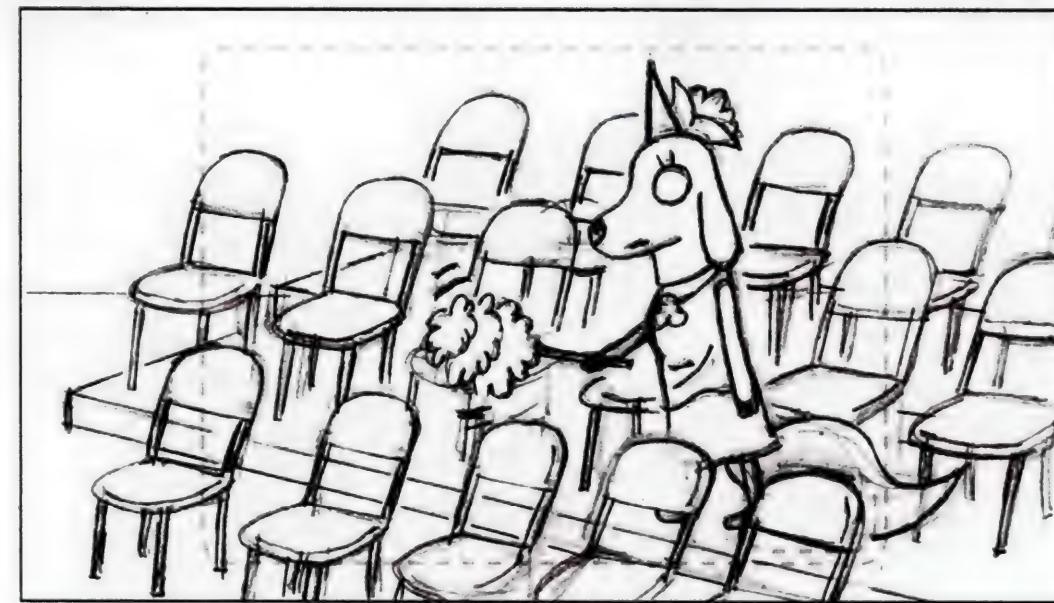


Sc. 99

Pnl. A

Bg.

day night



Dialog:

TT (O/S): You have always made me smile.

Action:

Viola dusts some chairs, with a feather-duster.

JUN 09 2015

Timing:

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EPISODE #

Production :

# ADVENTURE TIME



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Page

Sc. 99 *cont* Pnl. B

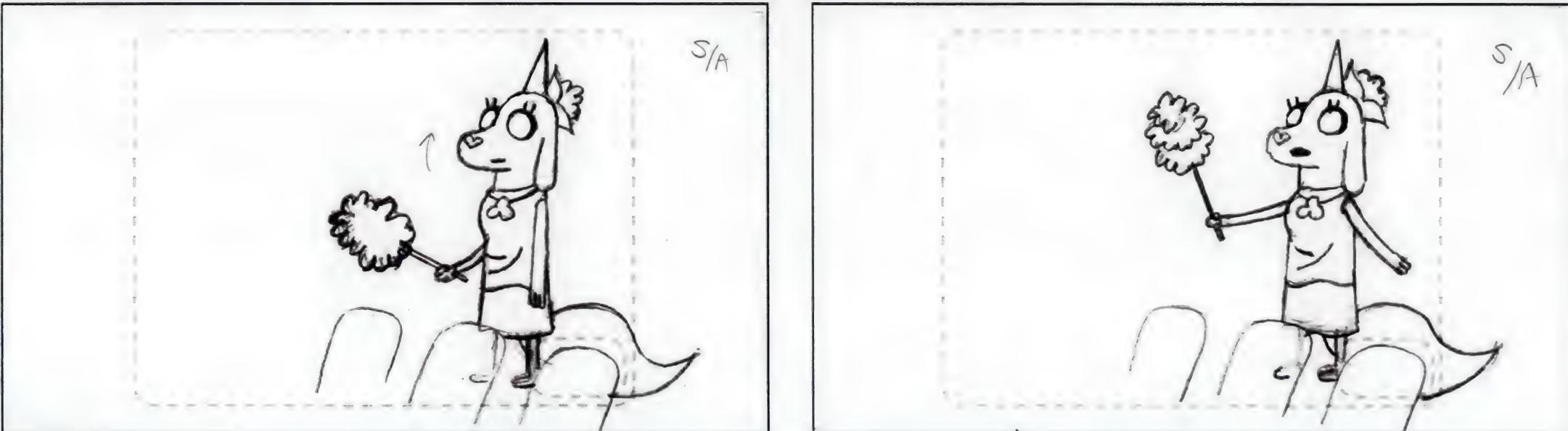
Bg.

day night

Sc. 99 *cont* Pnl. C

Bg.

day night



**Dialog:**

TT (O/S): Even when we met--

**Action:** Viola pauses from her work, listening to the rehearsal.

Viola lip-syncs the lines of Tree Trunks.

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**Timing:**

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Page \_\_\_\_\_

Sc. 101 ~~cont~~ Pnl. B

Bg.

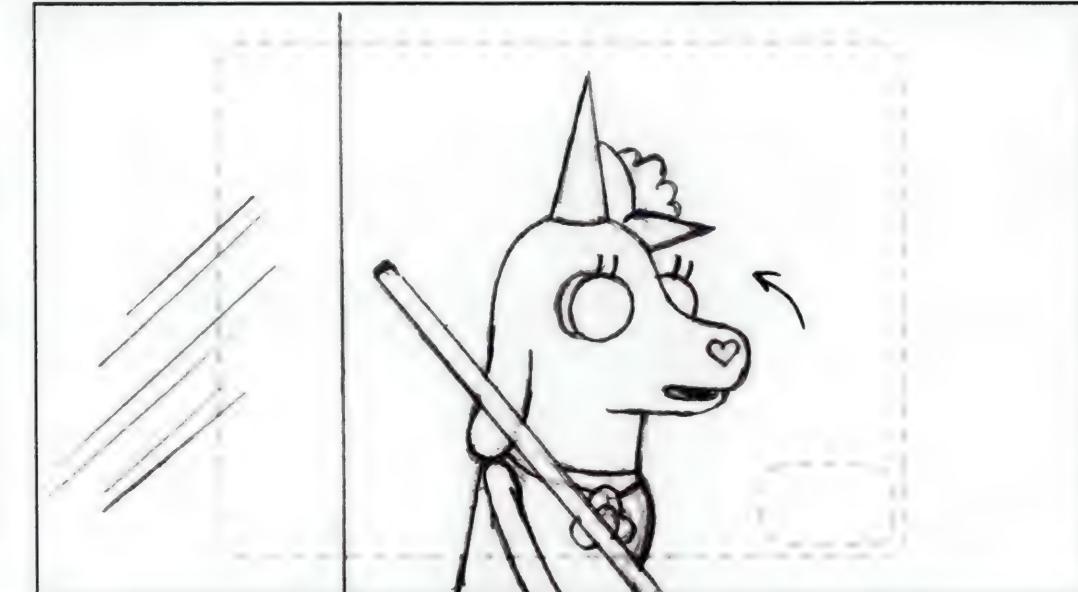
day night



Sc. 102

Pnl. A

day night



Dialog:

TT (O/S): You were such a ---

Action:

Closer on Viola, showing her lip-syncing the lines of Tree Trunks.

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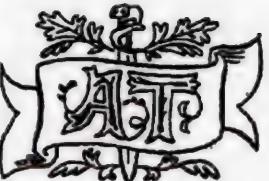
Timing:

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Production :

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# ADVENTURE TIME



day night

Sc. OUT

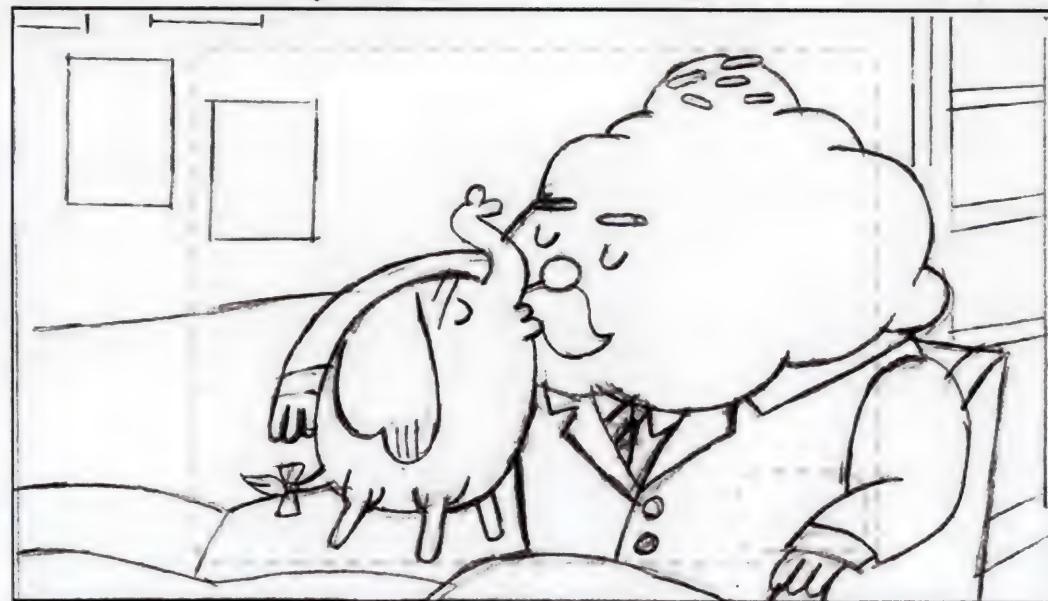
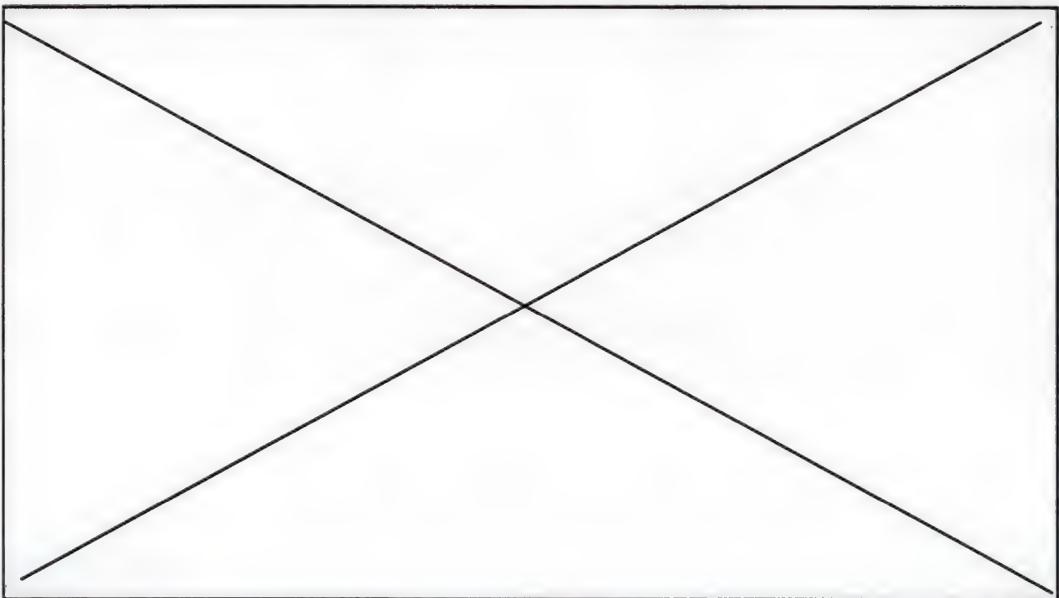
Pnl.

Bg.

Sc. 103 ~~cont~~ Pnl. B

Bg.

218  
Page No 1965/19,220  
day night



Dialog:

SFX: Smek.

Action:

JUN 09 2015

Timing:

Production :

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# ADVENTURE TIME



NO SC'S  
104-105

221  
Page NO PG 222  
day night

Sc. OUT

Pnl.

Bg.

day night

Sc. 103 ~~cont~~

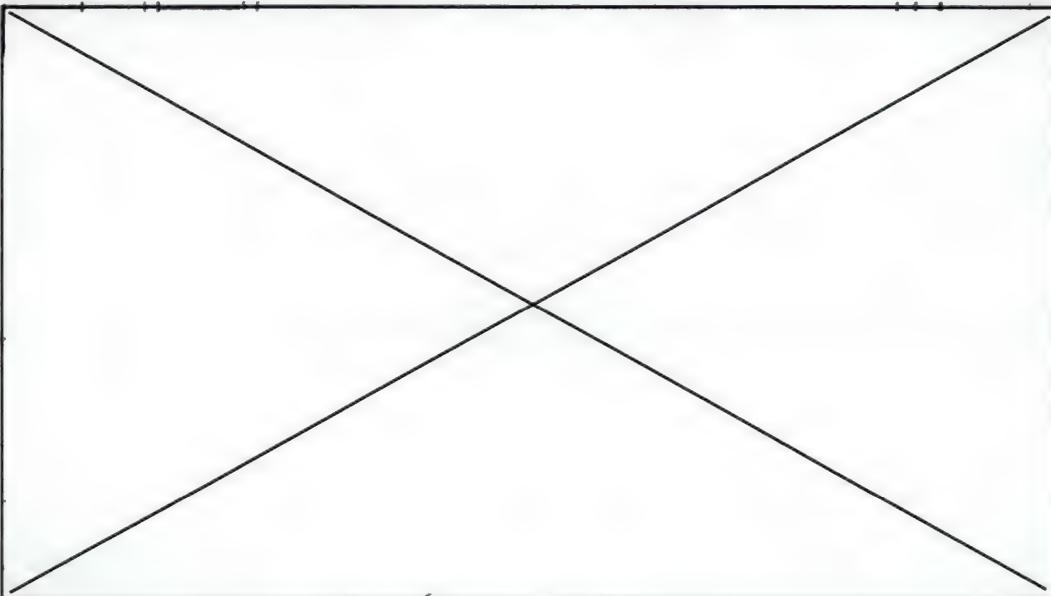
Pnl.C

Bg.

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Dialog:

Mr. C: [Yawns]

Action:

Timing:



Production :

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## ADVENTURE TIME

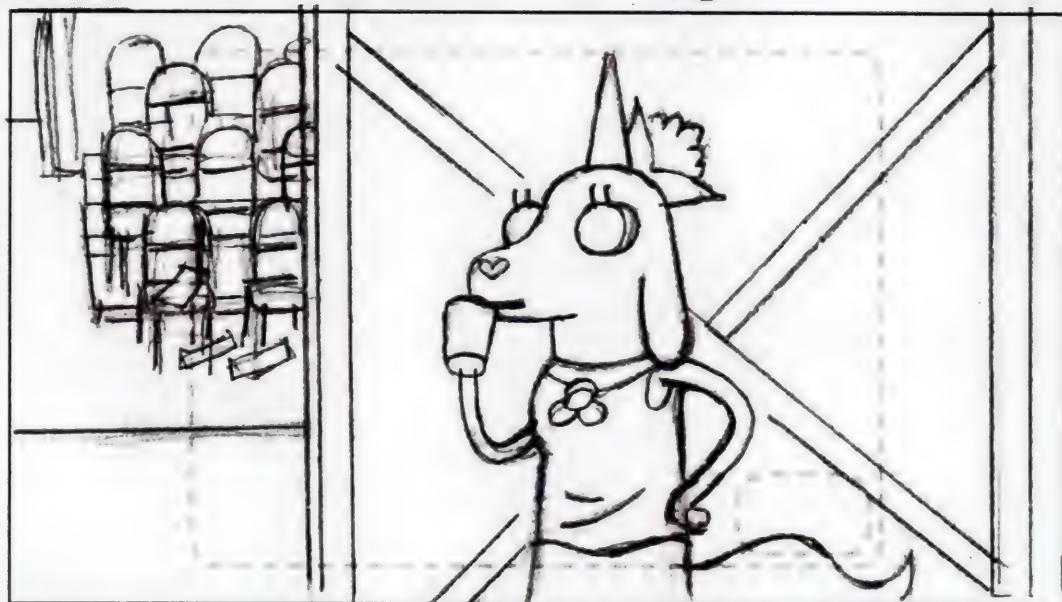
223  
Page

Sc. 106

Pnl. A

Bg.

day night

Sc. 106 *cont*

Pnl. B

Bg.

day night



**Dialog:** Mr C (O/S): I admit I feel quite sleepy ---

**Action:**

JUN 09 2015

**Timing:**

Production :

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## ADVENTURE TIME

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Page \_\_\_\_\_Sc. 106 ~~cont~~ Pnl. C

Bg.

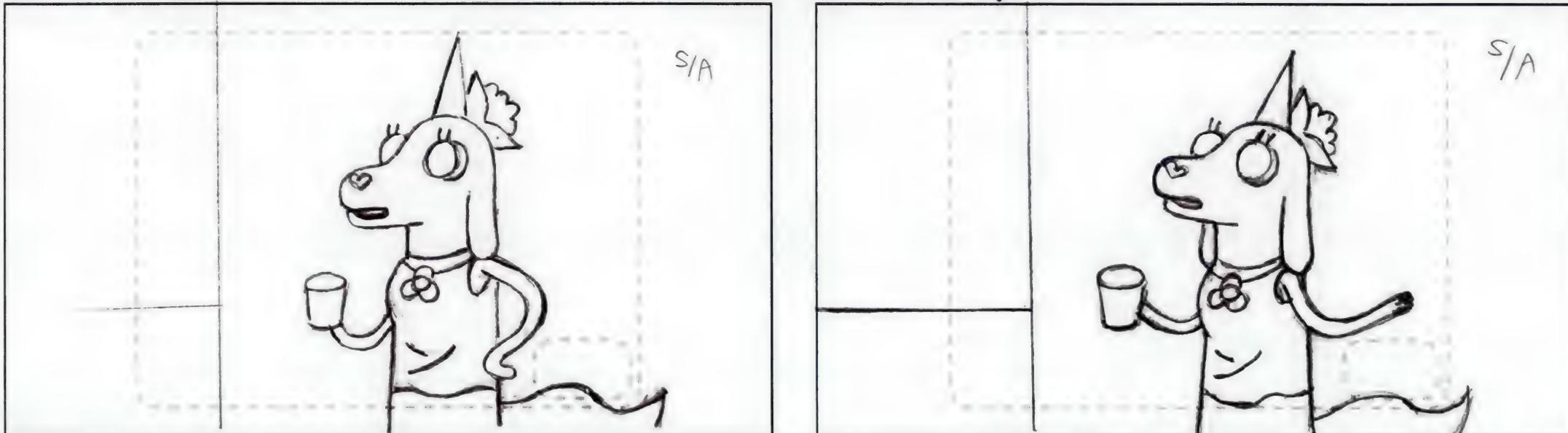
day night

Sc. 106 ~~cont~~

Pnl. D

Bg.

day night



## Dialog:

TT (O/S): . . . the summer showers always did affect you  
that way!

## Action:

Viola lip-syncs the lines of Tree Trunks.

Viola lip-syncs the lines of Tree Trunks.

JUN 09 2015

## Timing:

Production :

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# ADVENTURE TIME



NO SC'S  
108-111

225

Page  
NO PGS 226-228  
day night

Sc. 107

Pnl. A

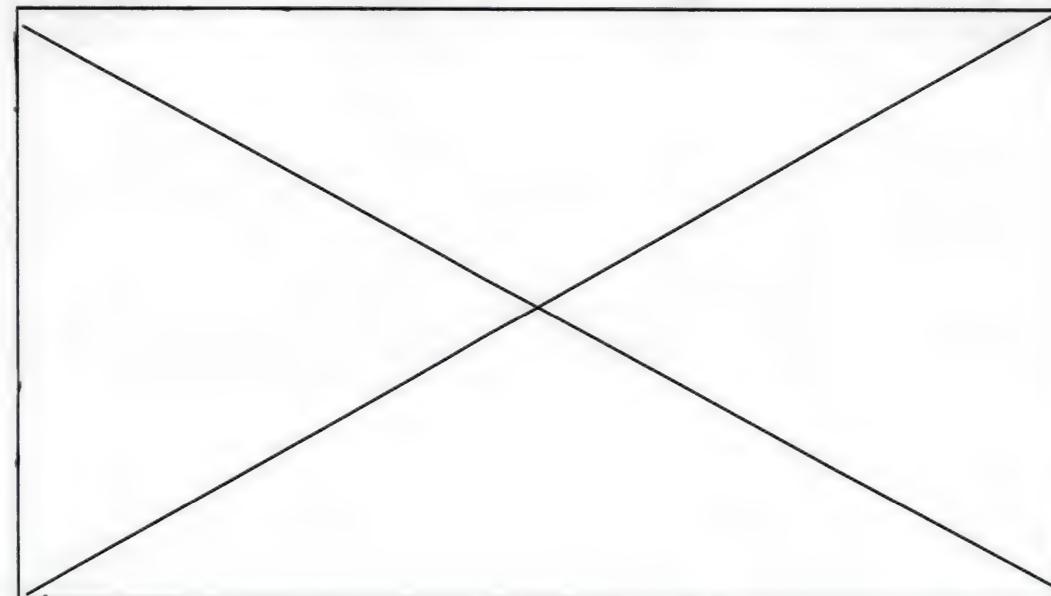
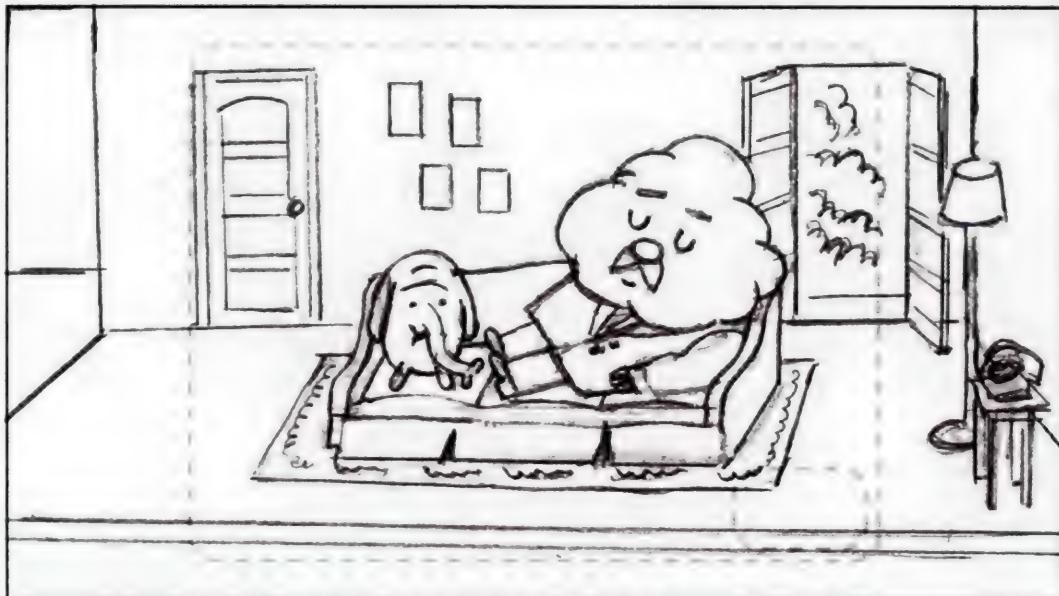
Bg.

day night

Sc. OUT

Pnl.

Bg.



1034/223

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**Dialog:**

SFX: Boom-mm-mm. [Thunder]

TT (O/S): I'll Let him rest. After all, the rain can't last forever.

**Action:**

Cut to: Tree Trunks having a small soliloquy, while Mr. Cupcake is asleep.

JUN 09 201F

**Timing:**

Production :

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# ADVENTURE TIME



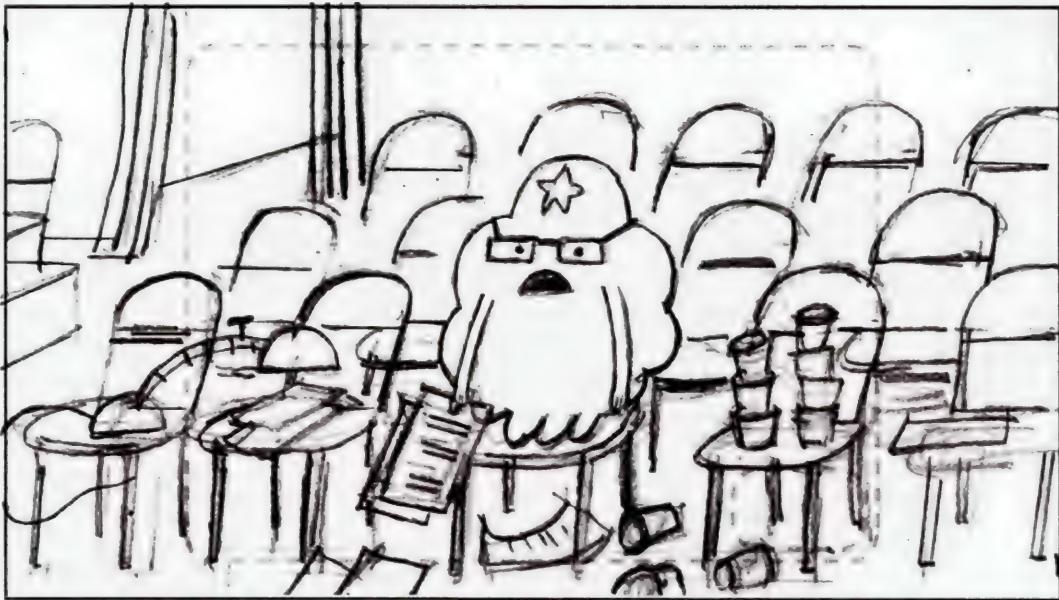
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Page

Sc. 112

Pnl. A

Bg.

day night



Sc. 112 ~~cont~~

Pnl. B

Bg.

day night



1034 / 223

**Dialog:**

LSP: That was not too bad actually.

SFX: Ring-ring! [British telephone]

SFX: \* CLICK \*

II (ovs) YES HELLO . . .

**Action:**

LSP comments on the performances -- she is fairly satisfied now.

SP

LSP looks toward the british phone booth beside the stage.

JUN 09 2015

**Timing:**



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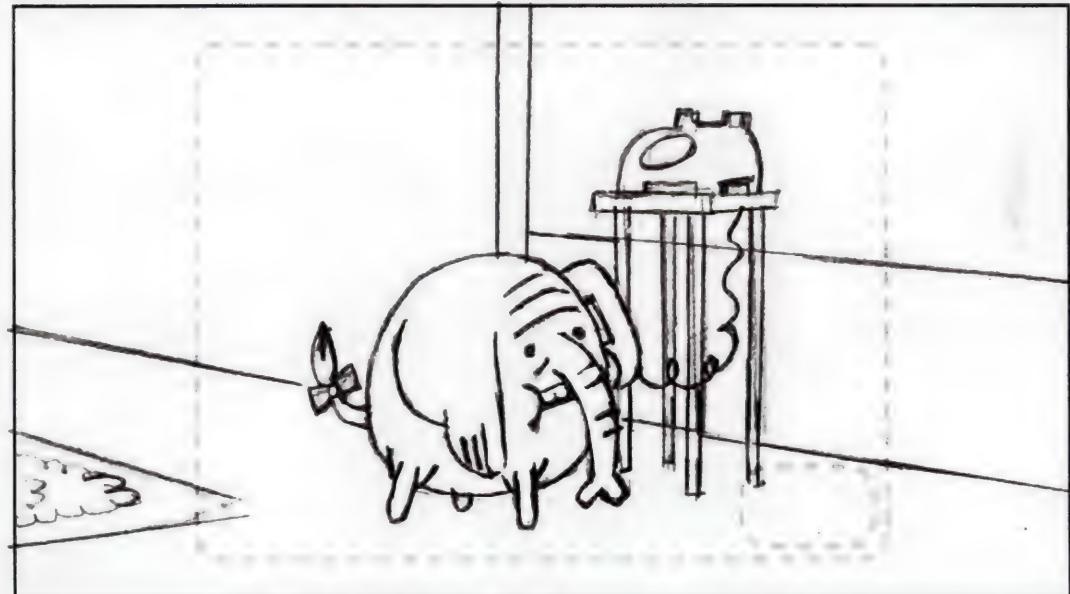
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Page

Sc. 113

Pnl. A

Bg.

day night

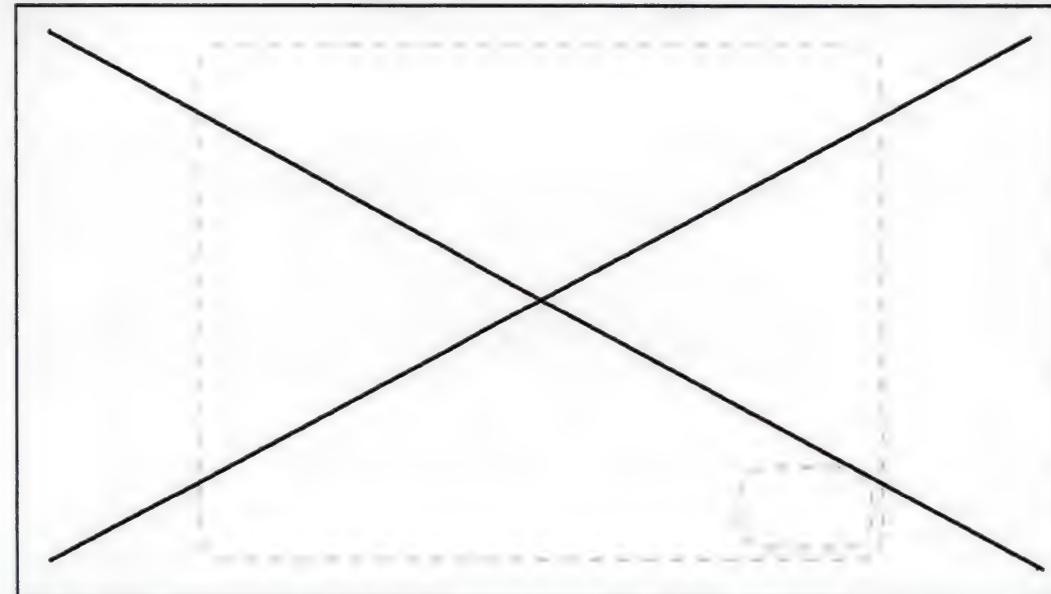


Sc.

Pnl.

Bg.

day night



**Dialog:**

TT: Miranda Hobson speaking.

**Action:** Tree Trunks talks on the phone.

JUN 09 2011

**Timing:**

Production :

EPISODE # 1034-223

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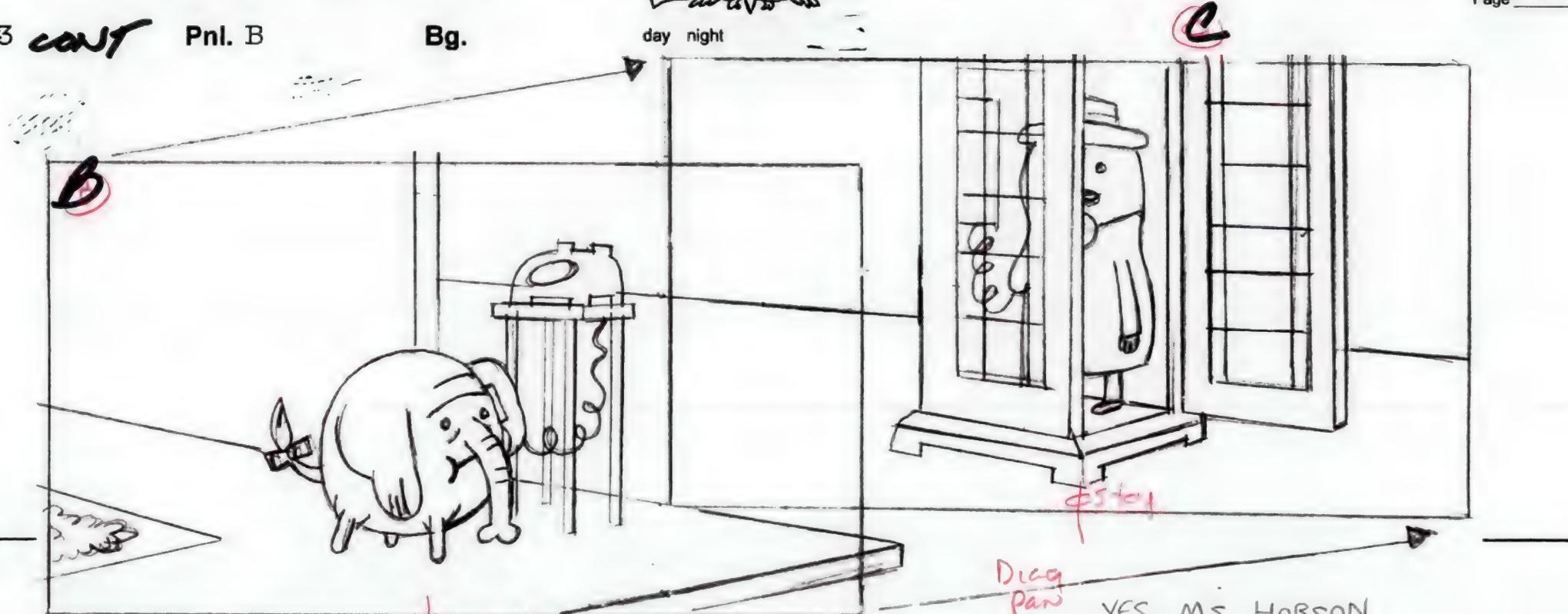
## ADVENTURE TIME

Sc. 113 *cont* Pnl. B

Bg.



day night

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Page

JUN 09 2015

Production :

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# ADVENTURE TIME



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Page

Sc. 113 *cont*

Pnl. C

Bg.

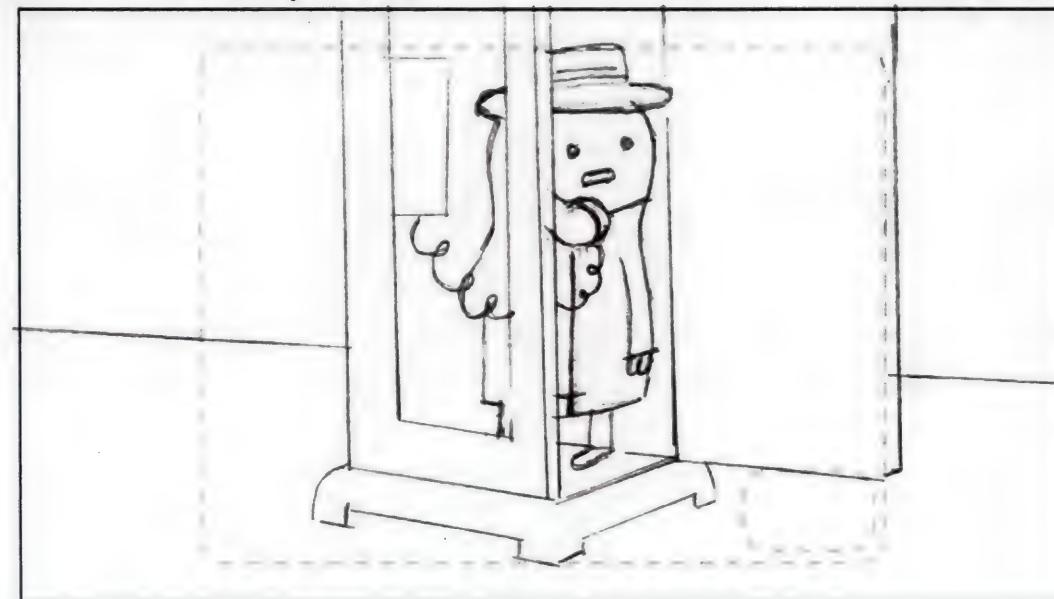
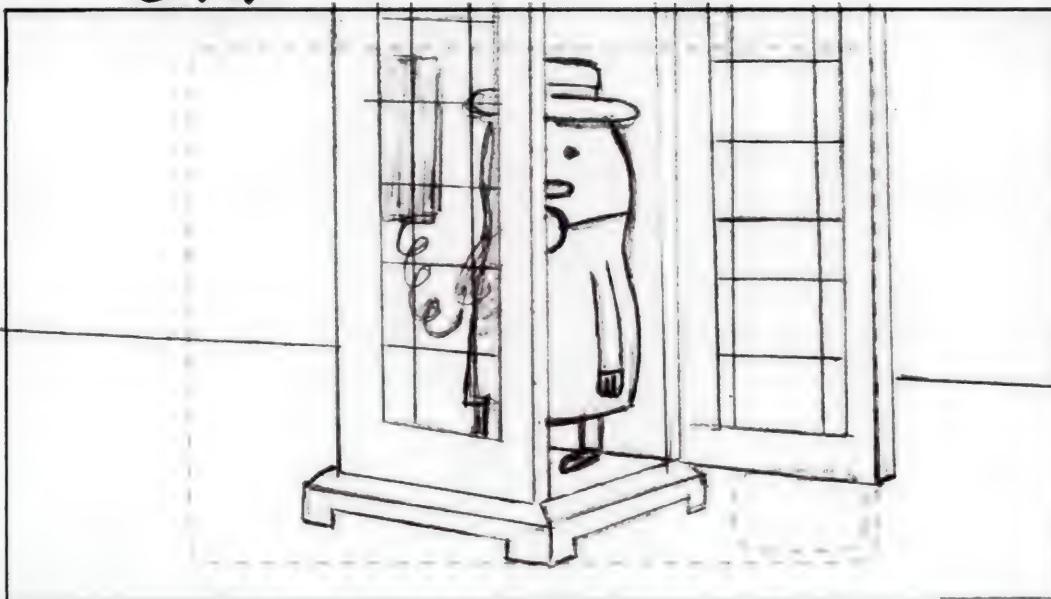
day night

Sc. 113 *cont*

Pnl. D

Bg.

day night



**Dialog:**

CP: --- but my name is Wilfrid.

CP: We met in April at the Chestnut Festival

AT ST. MARGARET'S SCHOOL .

**Action:**

Citizen Peanut looks around nervously as he talks.

JUN 09 2015

**Timing:**

Production :

1034/223

# ADVENTURE TIME



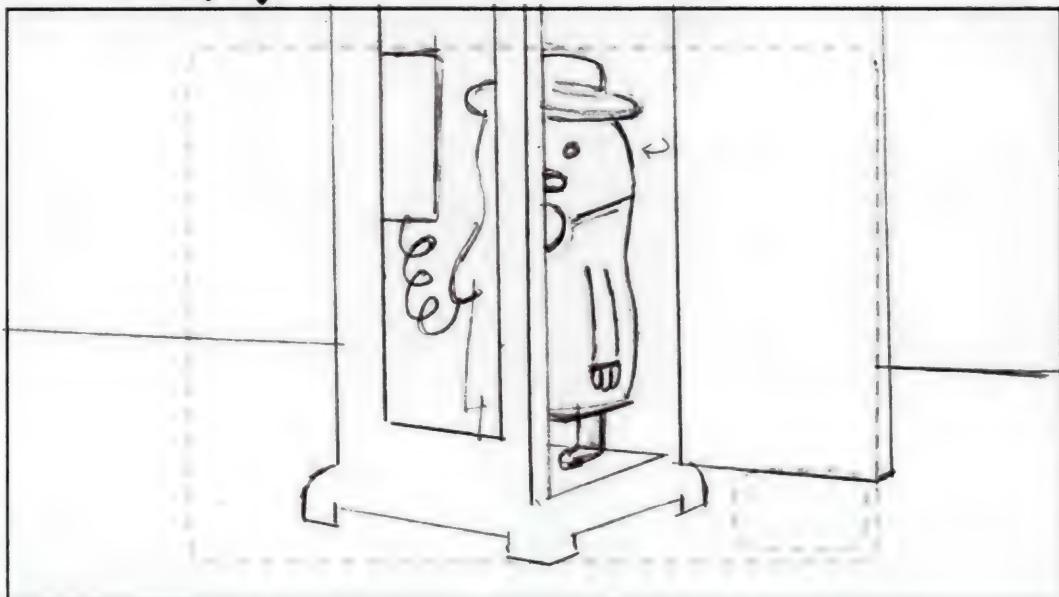
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Page

Sc. 113 *cont*

Pnl. E

Bg.

day night

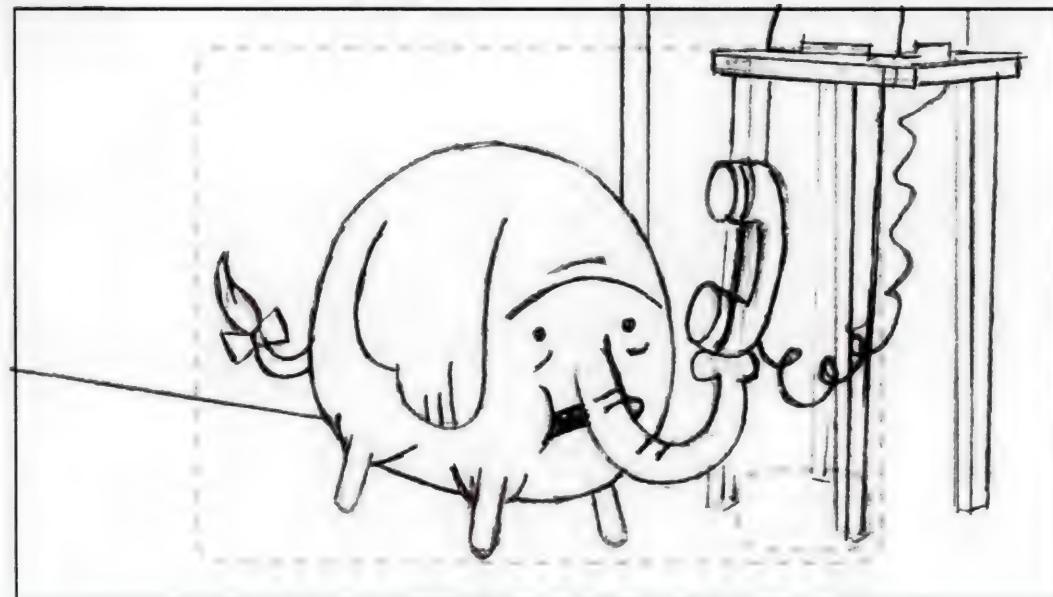


Sc. 114

Pnl. A

Bg.

day night



**Dialog:**

CP: I'm between trains and thought I might drop by?

TT: No visitors to BULKLEY COTTAGE --

**Action:**

Tree Trunks (Miranda Hobson) makes a comment to herself.

JUN 09 2015

**Timing:**

Production :

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# ADVENTURE TIME

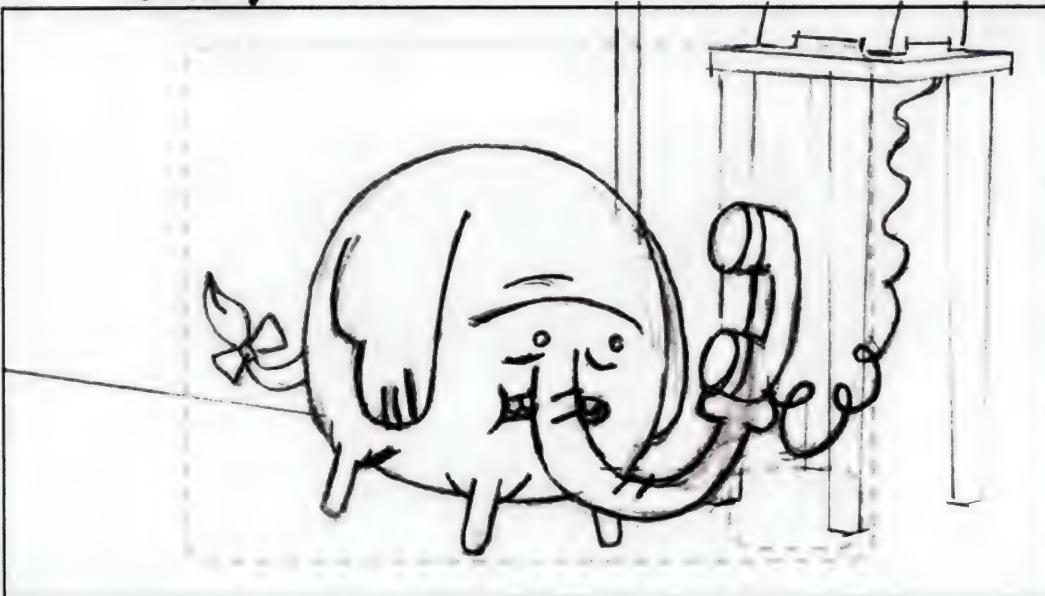


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Page

Sc. 114 ~~cont~~ Pnl. B

Bg.

day night

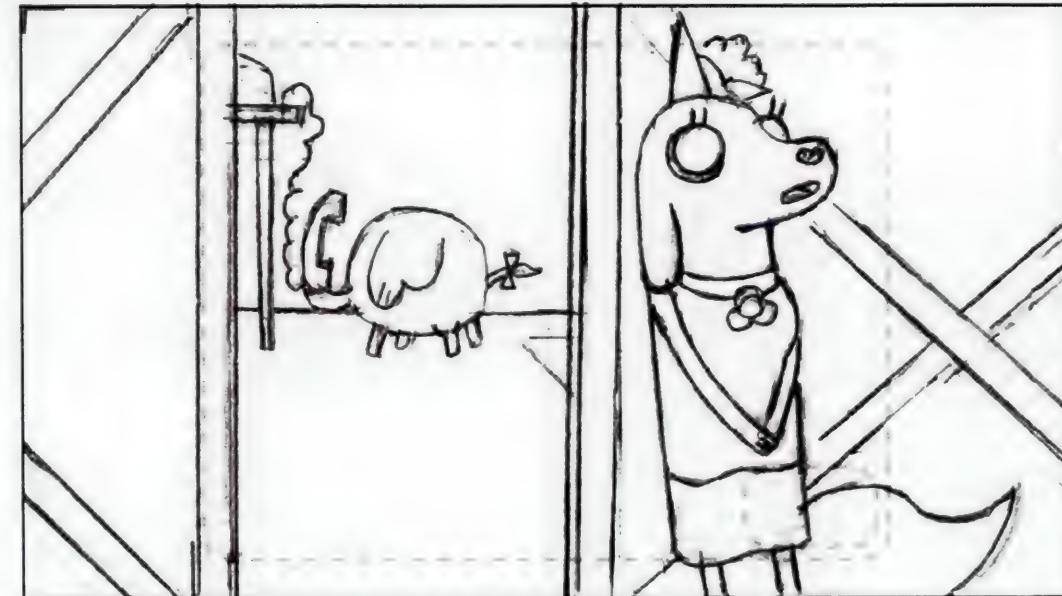


Sc. 115

Pnl. A

Bg.

day night



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Production :

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Dialog: TT: --- ALL SEASON, --

TT: ... and now, two

Action:

Backstage, Viola lip-syncs the lines of Tree Trunks.

JUN 09 2015

Timing:

1034 / 223

# ADVENTURE TIME

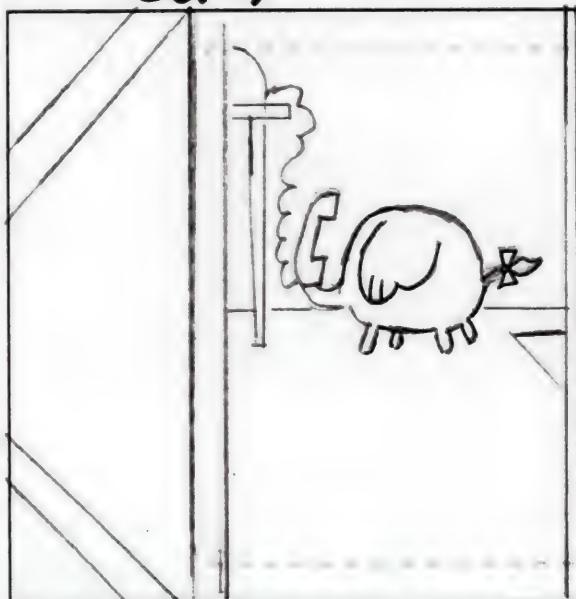
No scene 117



Sc. 115 *cont* Pnl. B

Bg.

day night

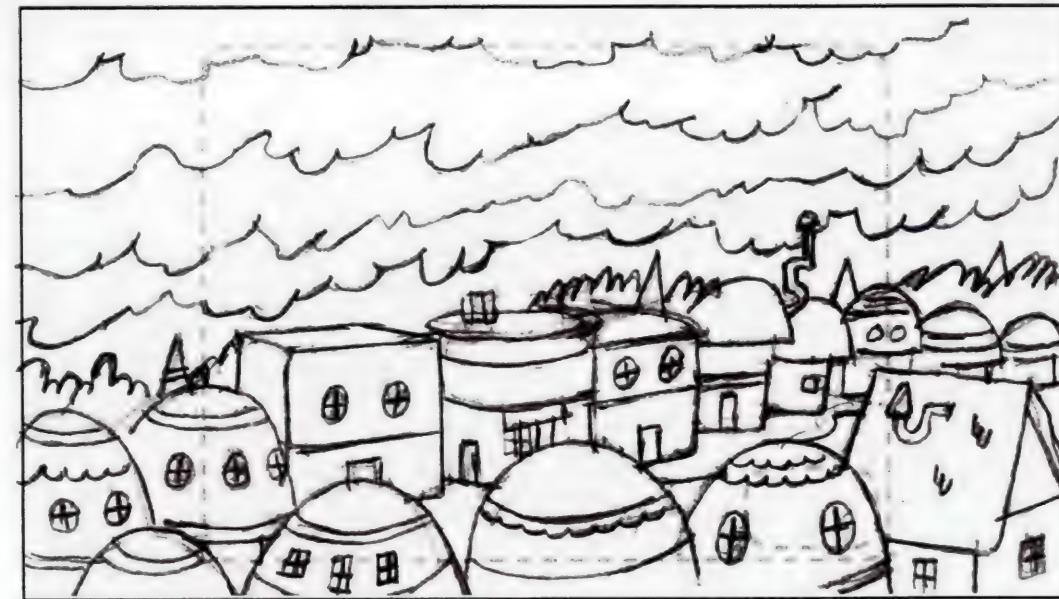


Sc. 116

Pnl. A

Bg.

Page 235  
NO PG day night 236



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**Dialog:** TT (O/S): in one day

**Action:**  
Viola lip-syncs the lines of Tree trunks.

Wide on the theatrical district of Candy Kingdom.

JUN 09 2015

**Timing:**

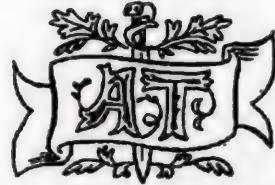
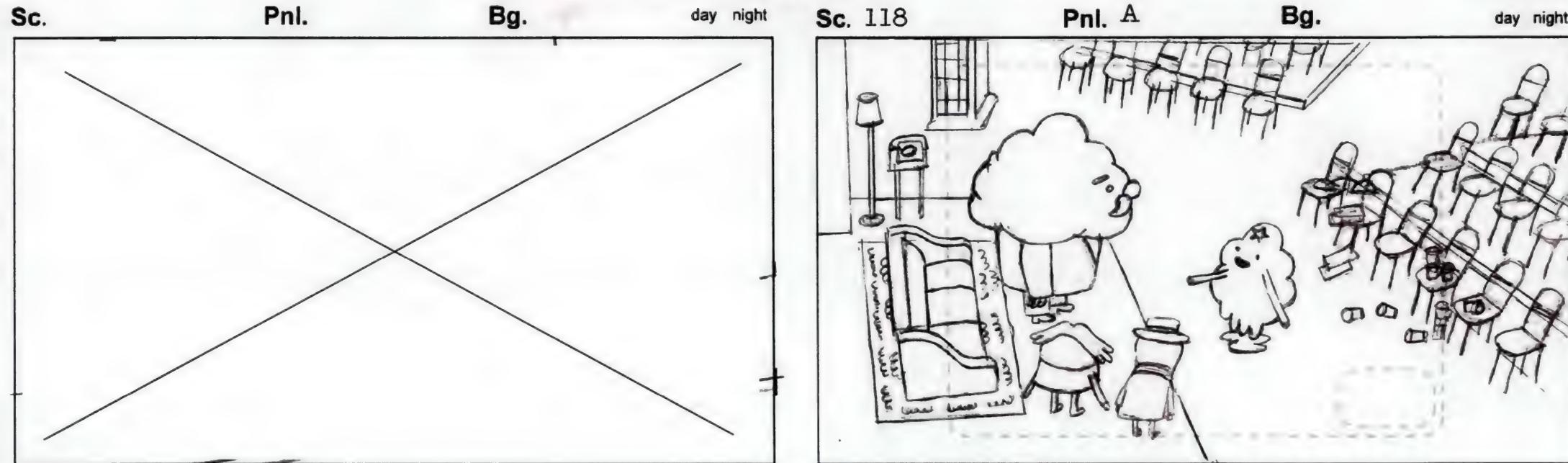
1034-223

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Production :

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## ADVENTURE TIME

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Page \_\_\_\_\_

## Dialog:

LSP: Okay, the doors open in an hour. Here's a pep talk:

## Action:

LSP (fairly happy) gives a pep talk to the actors.

JUN 09 2015

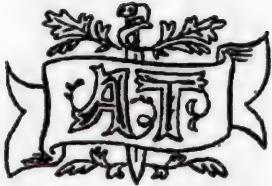
## Timing:

Production :

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# ADVENTURE TIME



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Page \_\_\_\_\_

Sc. 119

Pnl. A

Bg.

day night



Sc. 119

~~cont~~

Pnl. B

Bg.

day night



Dialog:

LSP: Tonight is your night to be special --

Action:

[Start pose]

LSP gives a pep talk to the actors.

JUN 09 2015

Timing:

Production :

EPISODE # 1034-223

1034 / 223

+ DIALOG  
POSES

# ADVENTURE TIME



239  
Page \_\_\_\_\_

Sc. 119 *cont* Pnl. C

Bg.

day night



Sc. 120

Pnl. A

Bg.

day night



**Dialog:**

LSP: -- 'cause you're in a pretty darn special play!  
(Written by me.) AND A PRETTY SPECIAL  
DIRECTOR (ALSO ME) ...

*(co/s)*  
LSP: HEY VIOLA!

**Action:**

Viola is cleaning a window on the set.

JUN 09 2015

**Timing:**

Production :

# ADVENTURE TIME



no scene 121

240  
Page

Sc. 120 *CONT*

Pnl. B

Bg.

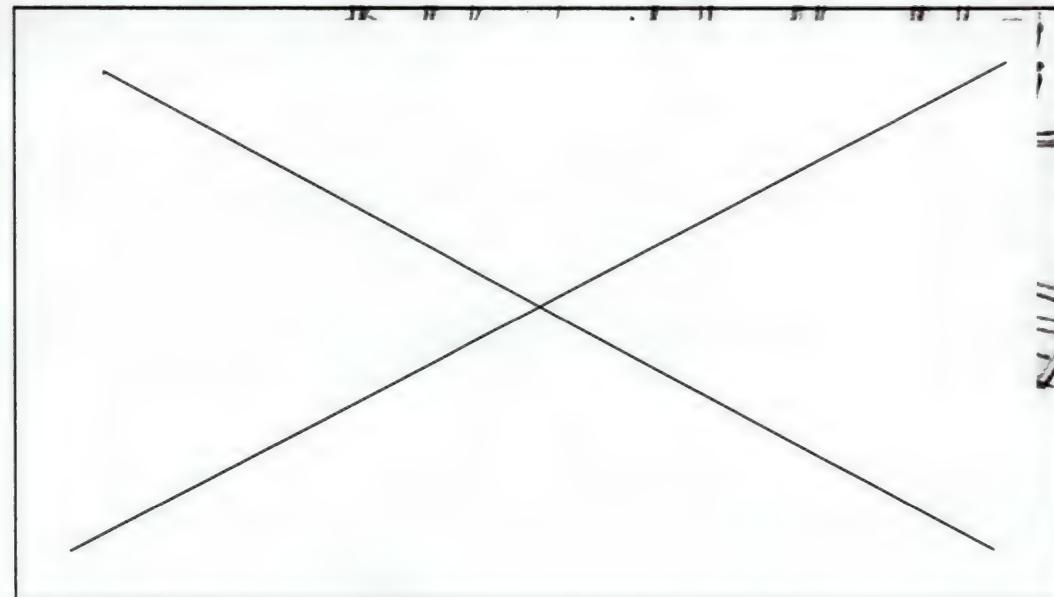
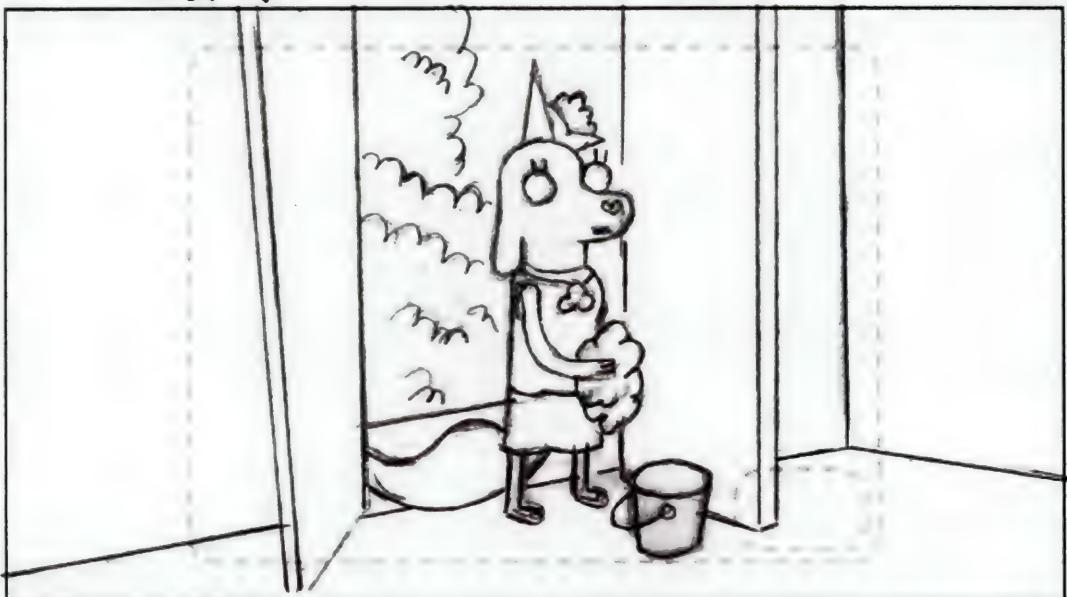
day night

Sc.

Pnl.

Bg.

day night



**Dialog:**

VIOLA : YES, DIRECTOR LSP.

**Action:** Viola hears LSP calling her.

JUN 09 2011

**Timing:**

EPISODE #

Production :

1034-223

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# ADVENTURE TIME



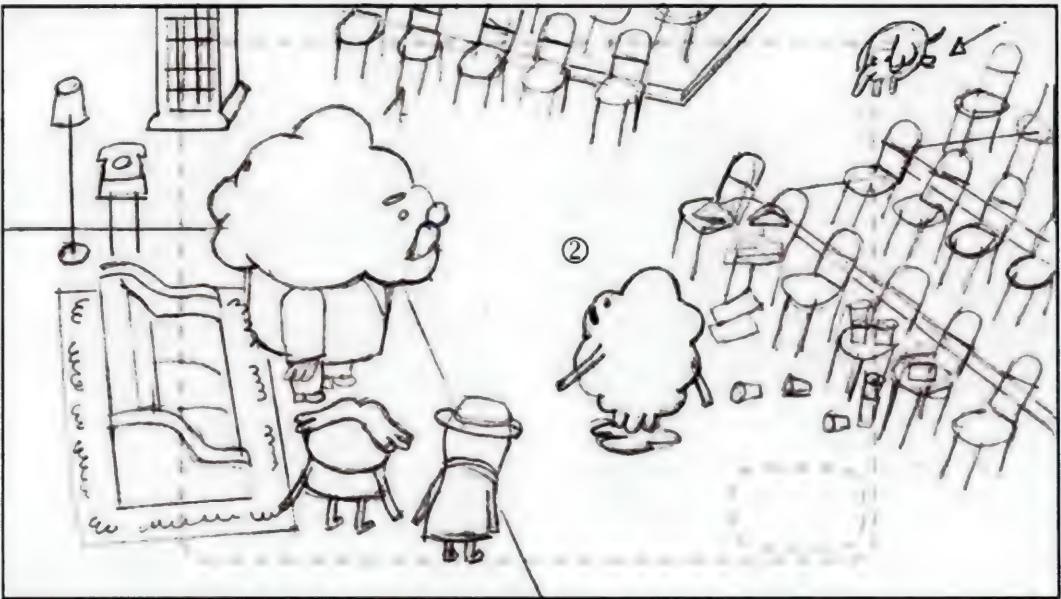
241  
Page

Sc. 122

Pnl. A

Bg.

day night



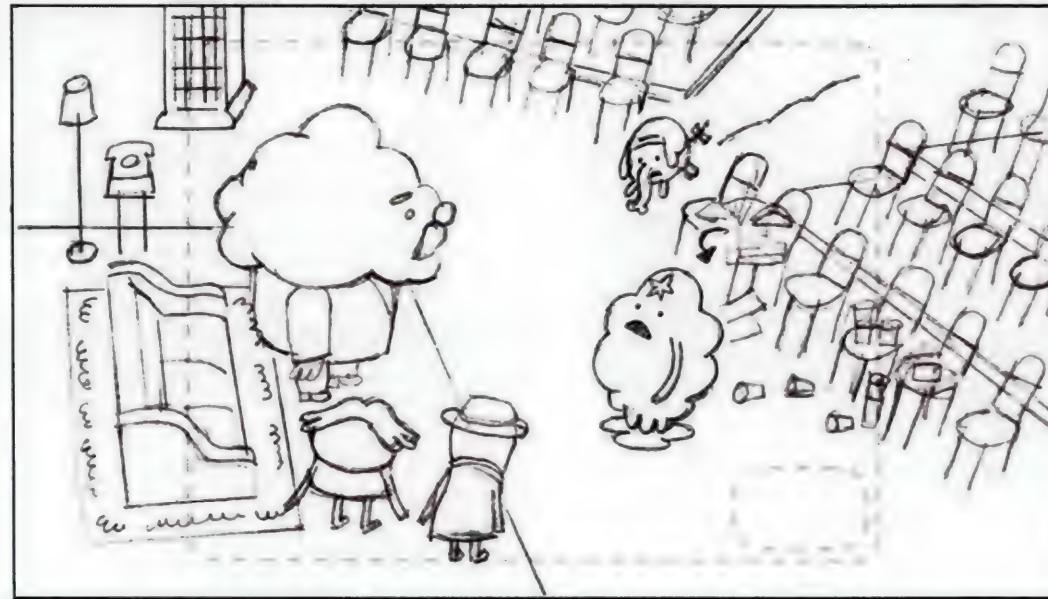
Sc. 122

~~cont~~

Pnl. B

Bg.

day night



Dialog:

LSP:

Where's our leading lady?

Action:

Enter Tree Trunks.



①

Cont. Tree Trunks walking in.

JUN 09 2015

Timing:

Production :

1034/223

EPISODE# 1034-223

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# ADVENTURE TIME



Page **242**

**Sc. 122** *cont* **Pnl. C**

**Bg.**

day night

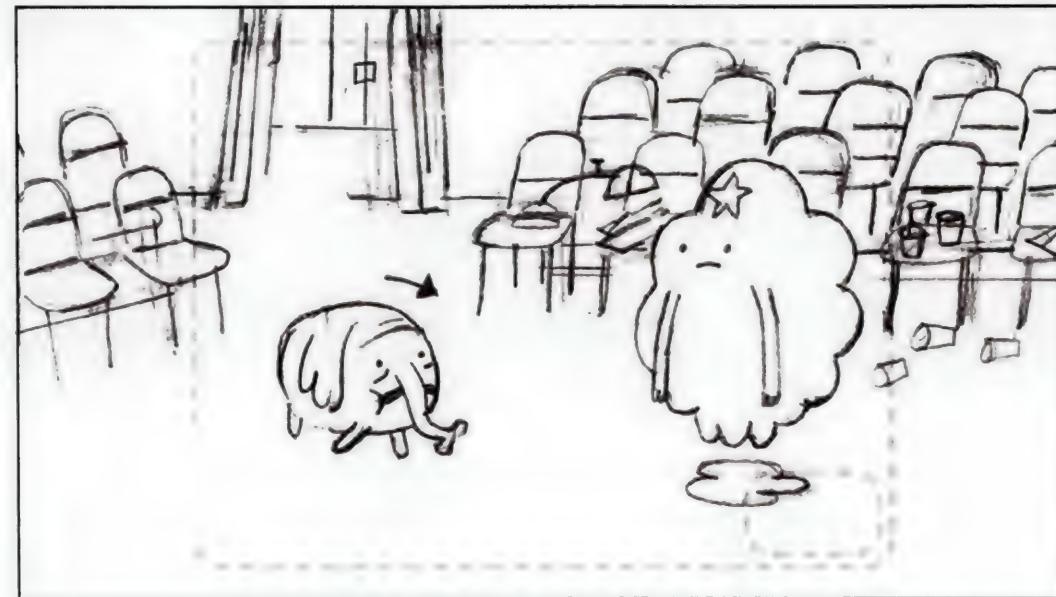


**Sc. 123**

**Pnl. A**

**Bg.**

day night



**Dialog:**

LSP: Oh, there you are!

**Action:**

[Start pose]

cont. Tree Trunks walking in.

cont. Tree Trunks walking in.

JUN 09 2015

**Timing:**

Production :

1034/223

## ADVENTURE TIME

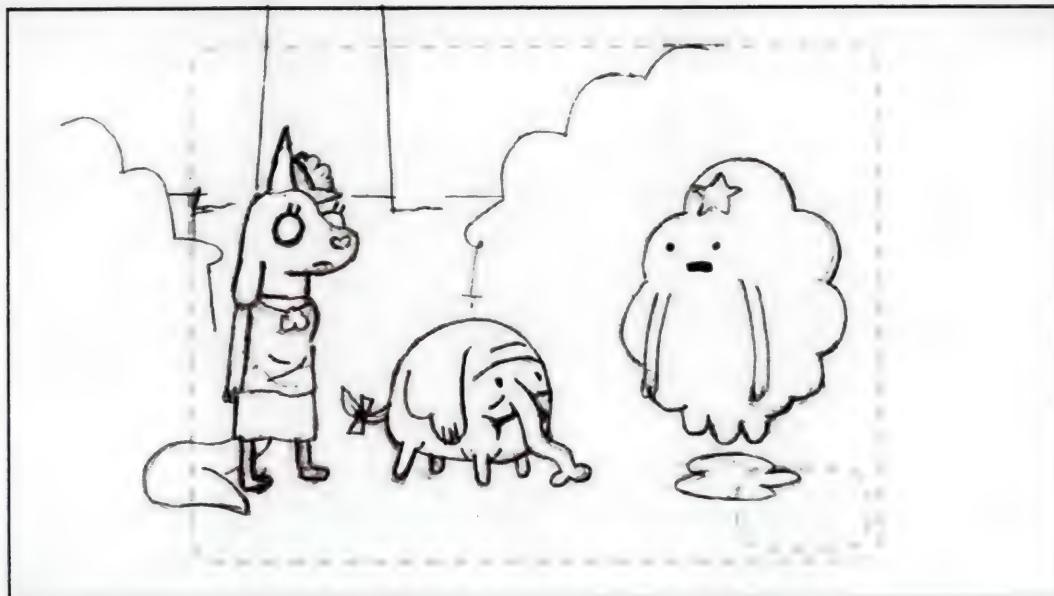


Page 243

Sc. 123 ~~cont~~ Pnl. B

Bg.

day night

Sc. 123 ~~cont~~ Pnl. C

Bg.

day night



## Dialog:

LSP: What's the matter, you look like you're going to throw up.

Tree Trunks: I'm going to have to back out of the play.

## Action:

Tree Trunks comes to a stop.



SP

## Timing:

JUN 09 2015

Production :

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EPISODE # 1034-223

1034/223

# ADVENTURE TIME



244  
Page

Sc. 123 *cont* Pnl. D

Bg.

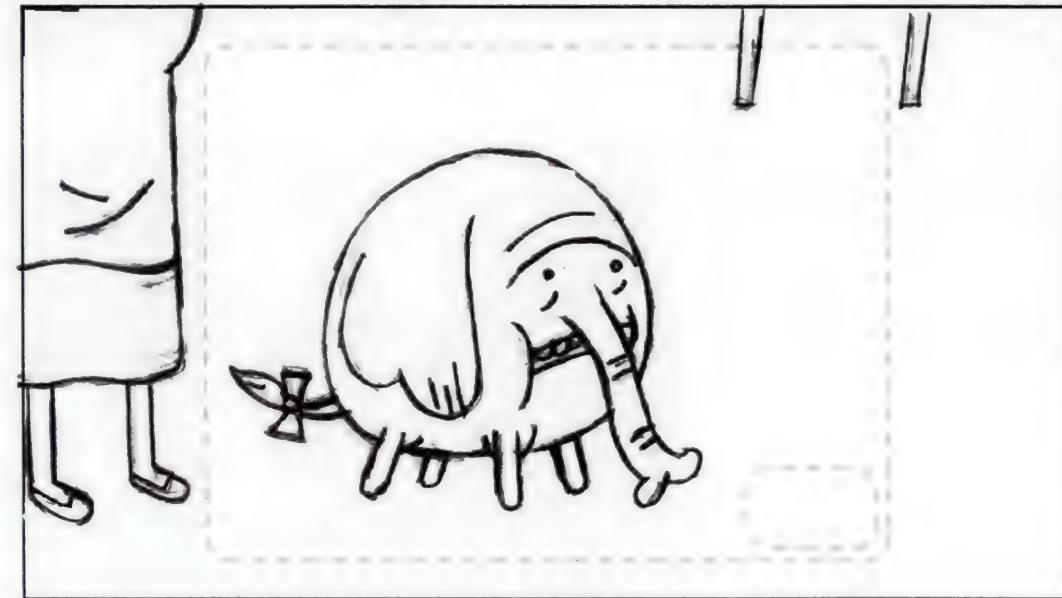
day night

Sc. 124

Pnl. A

Bg.

day night



**Dialog:**

LSP: What?!

TT: I told Mr. Pig about the kissing scene ...  
he didn't take it well.

**Action:**

JUN 09 2015

**Timing:**

Production :

1034/223

## ADVENTURE TIME

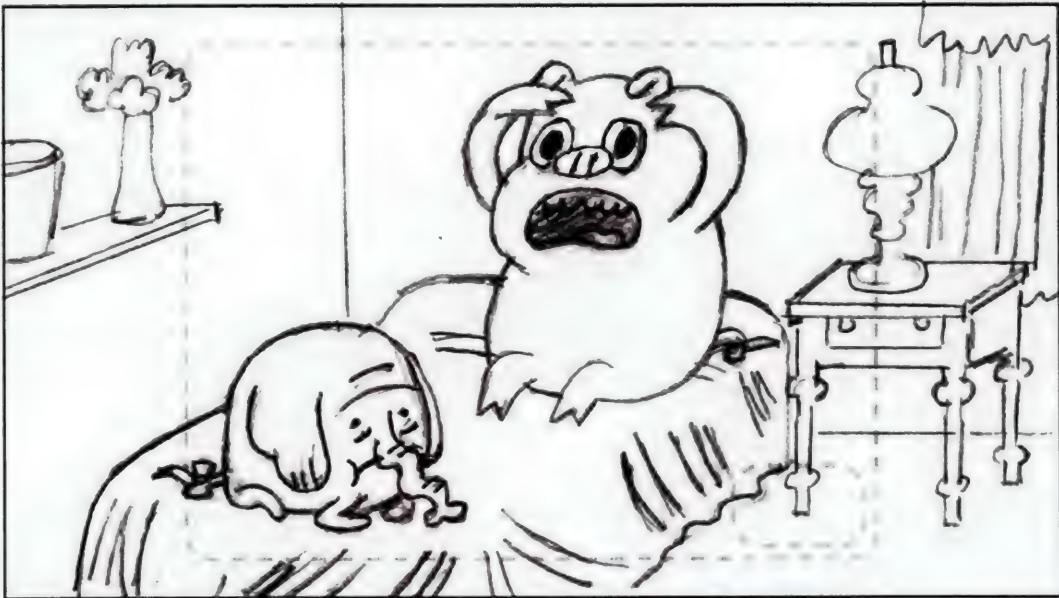
Page 245

Sc. 125

Pnl. A

Bg.

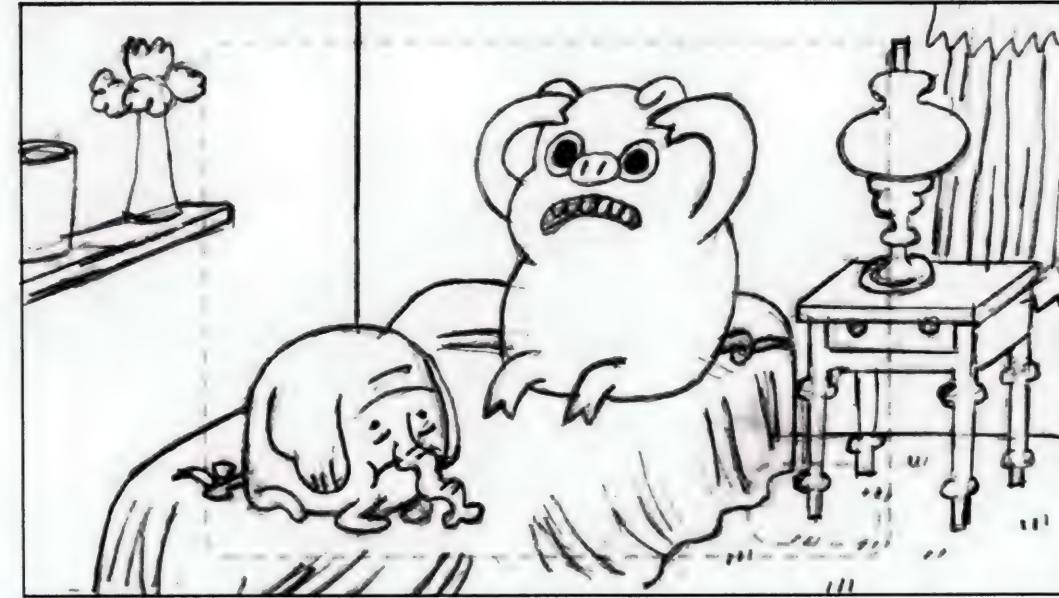
day night

Sc. 125 ~~cont~~

Pnl. B

Bg.

day night



## Dialog:

Mr. Pig: Kissing scene !!

Action: - Flashback scene: Tree Trunks &amp; Mr. Pig last night, in their bedroom.

## Timing:



- Mr. Pig imagines he is seeing Tree Trunks kissing Mr. Cupcake.

JUN 09 2015

Production :

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EPISODE #

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# ADVENTURE TIME



Page 246

Sc. 125 *cont* Pnl. C

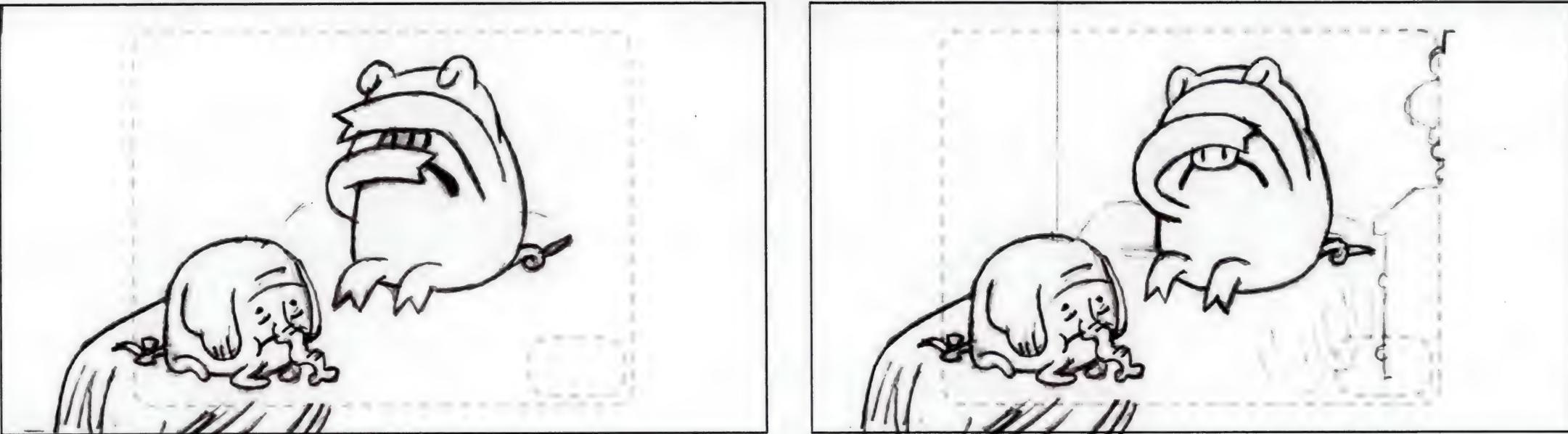
Bg.

day night

Sc. 125 *cont* Pnl. D

Bg.

day night



Dialog:

Action:

Timing:

JUN 09 2015

Production :

1034-223

EPIISODE #

1034 / 223

# ADVENTURE TIME



247  
Page \_\_\_\_\_

Sc. 125 *cont* Pnl. E

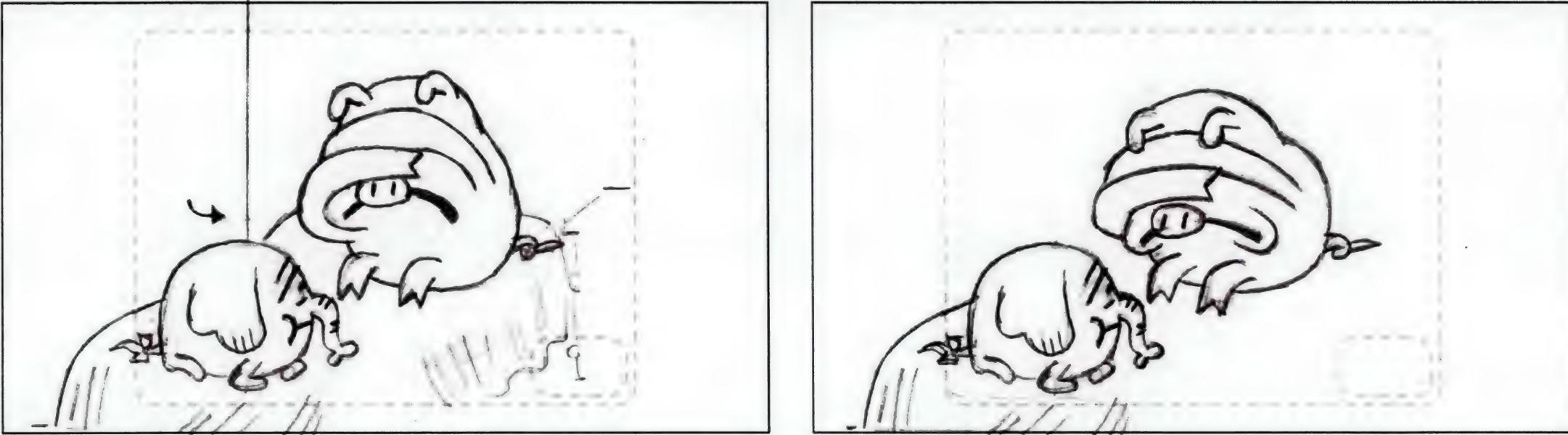
Bg.

day night

Sc. 125 *cont* Pnl. F

Bg.

day night



Dialog:

Action:

Timing:

JUN 09 2015

EPISODE #

Production :

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1034/223

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# ADVENTURE TIME



Page 248

Sc. 125 *cont* Pnl. G

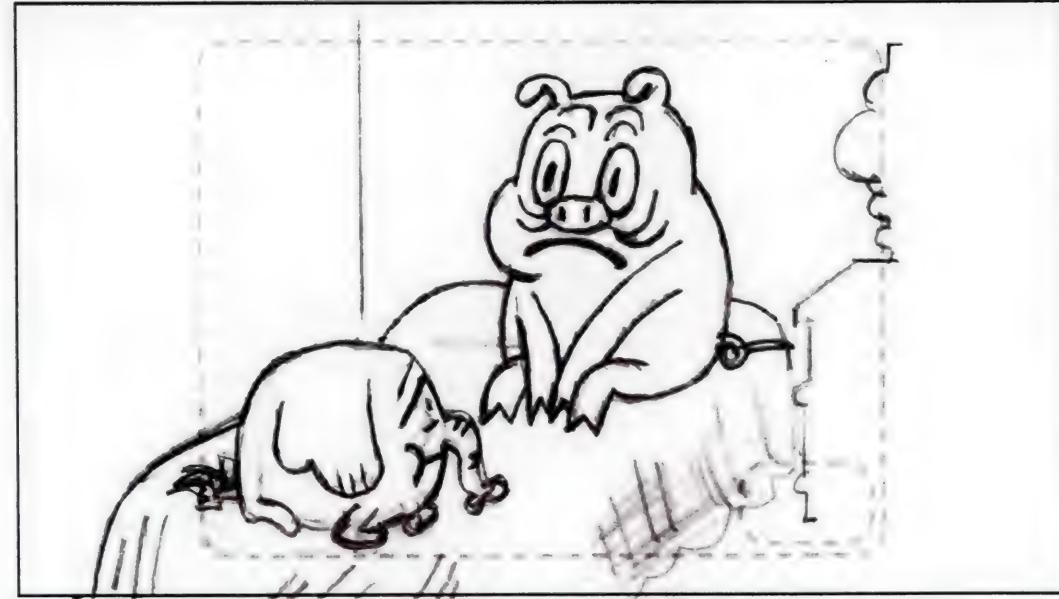
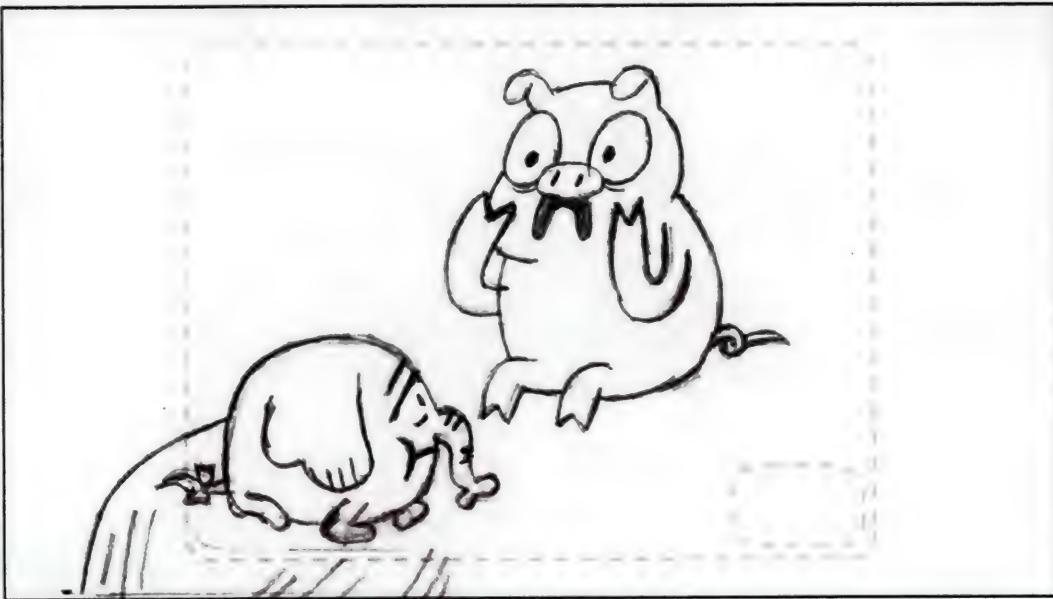
Bg.

day night

Sc. 125 *cont* Pnl. H

Bg.

day night



**Dialog:**

Mr. Pig: Kissing scene!

**Action:**

JUN 09 2015

**Timing:**

Production :

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# ADVENTURE TIME



Page 249

Sc. 125 cont Pnl. I

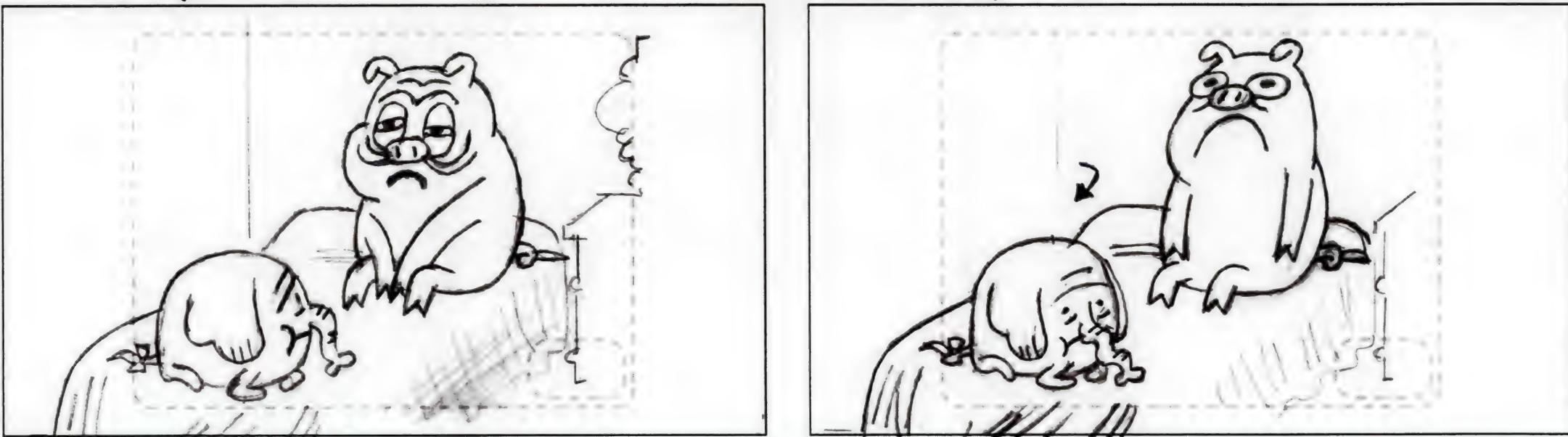
Bg.

day night

Sc. 125 cont Pnl. J

Bg.

day night



Dialog:

Action:

Timing:

JUN 09 2015

Production :

1034-223

EPIISODE #

1034/223

# ADVENTURE TIME



Page 250

Sc. 125 *cont* Pnl. K

Bg.

day night

Sc. 125 *cont* Pnl. L

Bg.

day night



**Dialog:**

**Action:**  
Inb.

JUN 09 2015

**Timing:**

Production :

1034/223

# ADVENTURE TIME



Sc. 125 *cont* Pnl. M

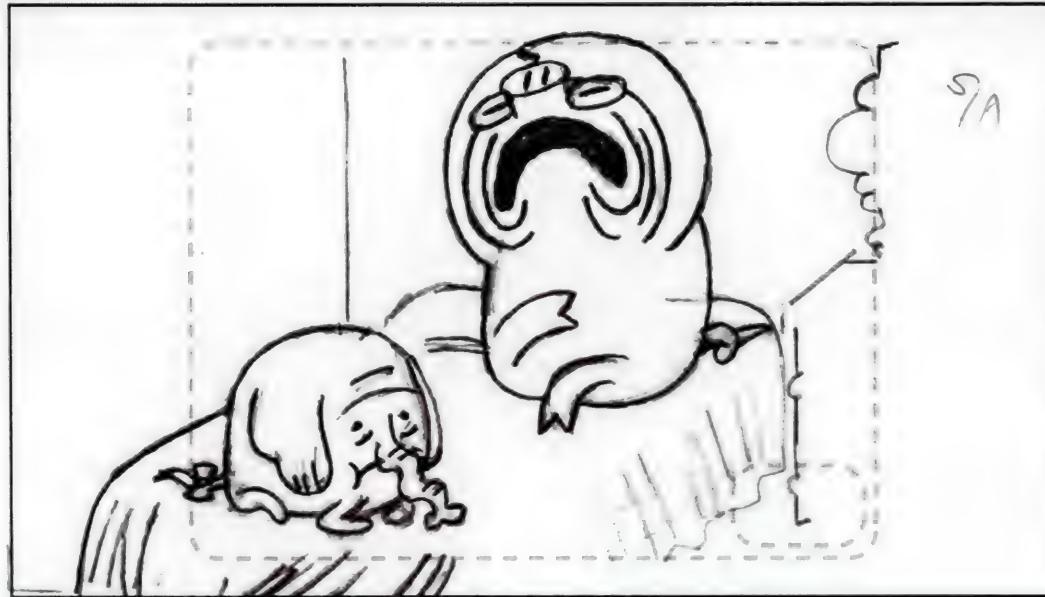
Bg.

day night

Sc. 125 *cont* Pnl. N

Bg.

251  
Page  
NO PGS 252-256  
day night



**Dialog:**

Mr. Pig: K I S S I N G

! ! !

**Action:**

↷ CYCLE ↗

JUN 09 2015

**Timing:**

Production :

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1034/223

1034/223

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# ADVENTURE TIME



257  
Page \_\_\_\_\_

Sc. 125 cont Pnl. 'O'

Bg.

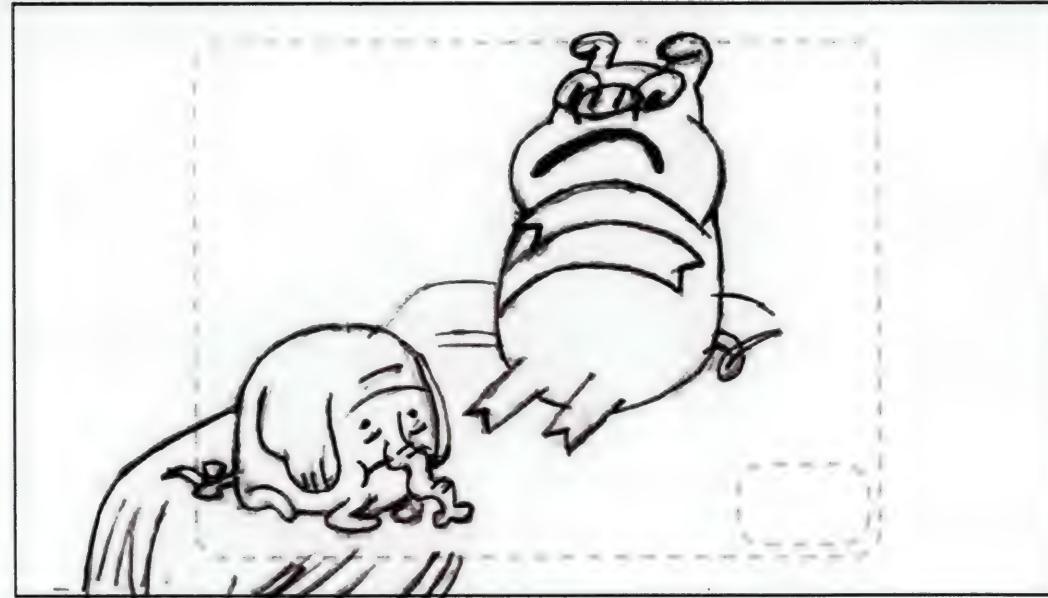
day night

Sc. 125 cont

Pnl. P

Bg.

day night



Dialog:

EPIISODE #

1034-223

Production :

Action:

JUN 09 2015

Timing:

1034/223

# ADVENTURE TIME



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Page \_\_\_\_\_

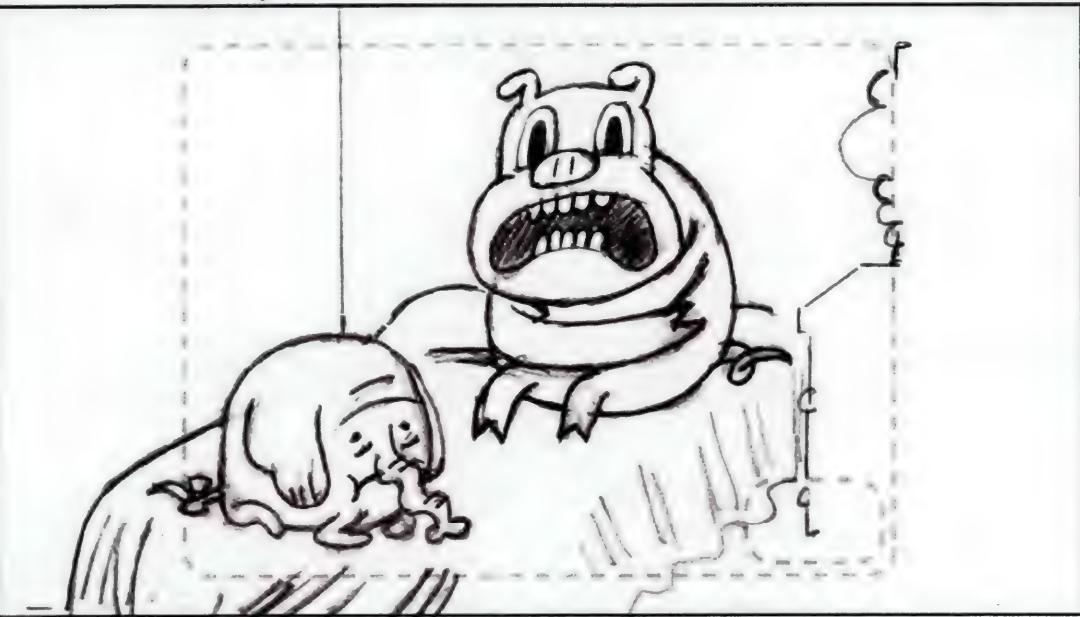
Sc. 125

*cont*

Pnl. Q

Bg.

day night

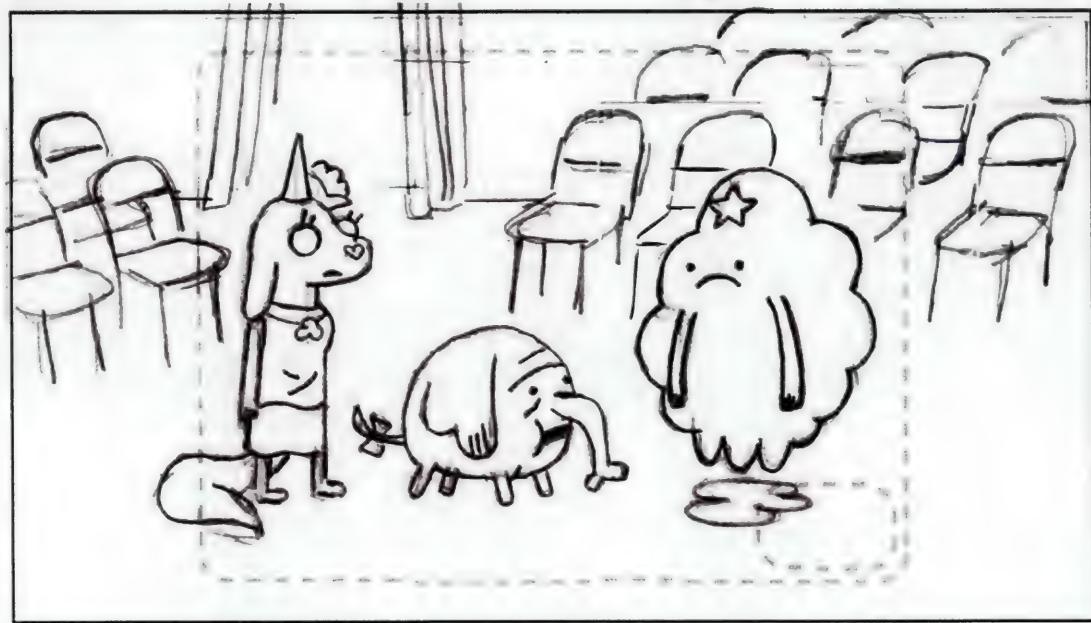


Sc. 126

Pnl. A

Bg.

day night



Dialog:

Mr Pig:

SCENE !!!

TT: I'm

Action:

Cut back to: Present time.

JUN 09 2015

Timing:

Production :

1034-223

EPISODE #

1034/223

# ADVENTURE TIME



Page 259

Sc. 126 cont Pnl. B

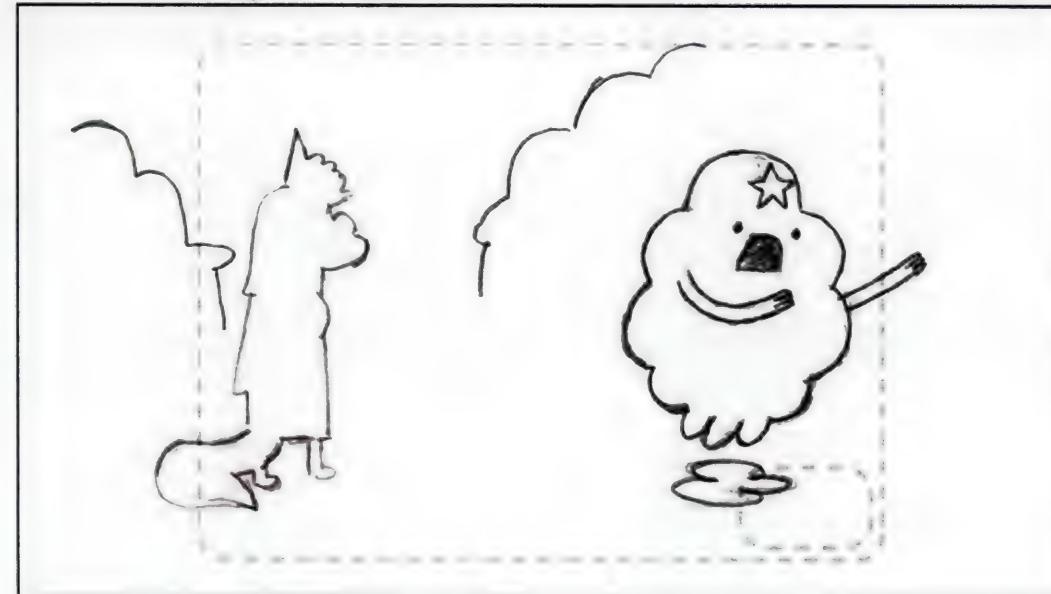
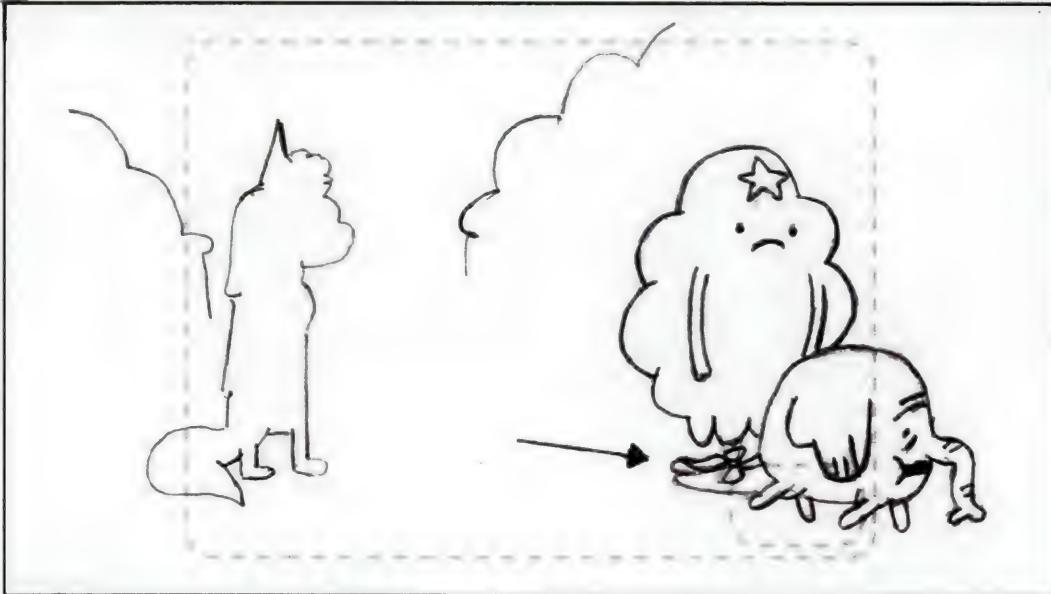
Bg.

day night

Sc. 126 cont Pnl. C

Bg.

day night



**Dialog:** TT: dreadfully sorry.

LSP: You can't do ths to me!

**Action:** Exit Tree Trunks, sadly.

LSP shouts after Tree Trunks.

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**Timing:**

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Production :

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# ADVENTURE TIME

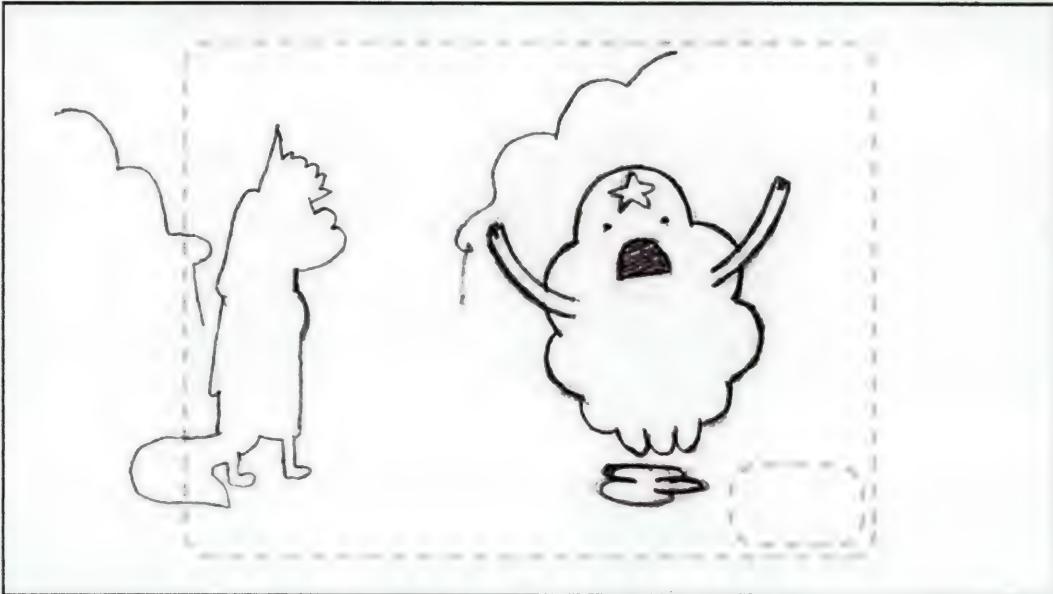


Page 260

Sc. 126 ~~cont~~ Pnl. D

Bg.

day night



Sc. 127

Pnl. A

Bg.

day night



EPISODE #

1034-223

Production :

Dialog:

LSP: Who else knows all the lines?!

LSP : WHO ELSE COULD POSSIBLY TAKE  
YOUR PLACE AT THE 11<sup>TH</sup> HOUR  
AND BE A BIG HERO,

Action:

LSP shouts to everyone.

JUN 09 2015

Timing:

1034/223

# ADVENTURE TIME



Page 261

Sc. 127

*cont*

Pnl. B

Bg.

day night

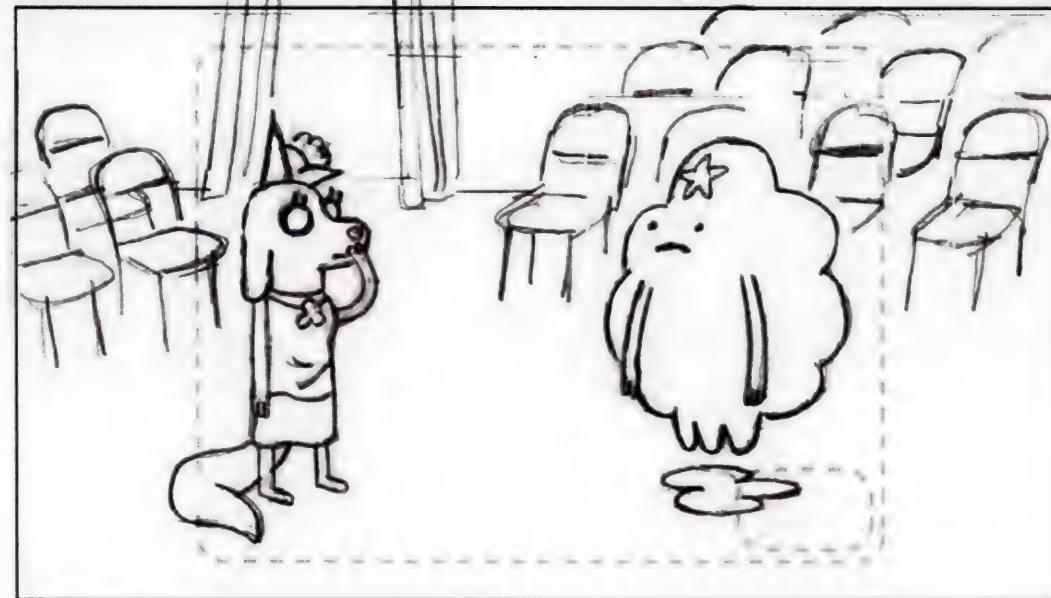


Sc. 128

Pnl. A

Bg.

day night



1034/223

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**Dialog:**

Viola: [Gasp!]

**Action:**

Viola reacts back, seeing an opportunity.

[Start pose]

JUN 09 2015

**Timing:**

EPISODE #

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Production :

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# ADVENTURE TIME



Page 262

Sc. 128 cont Pnl. B

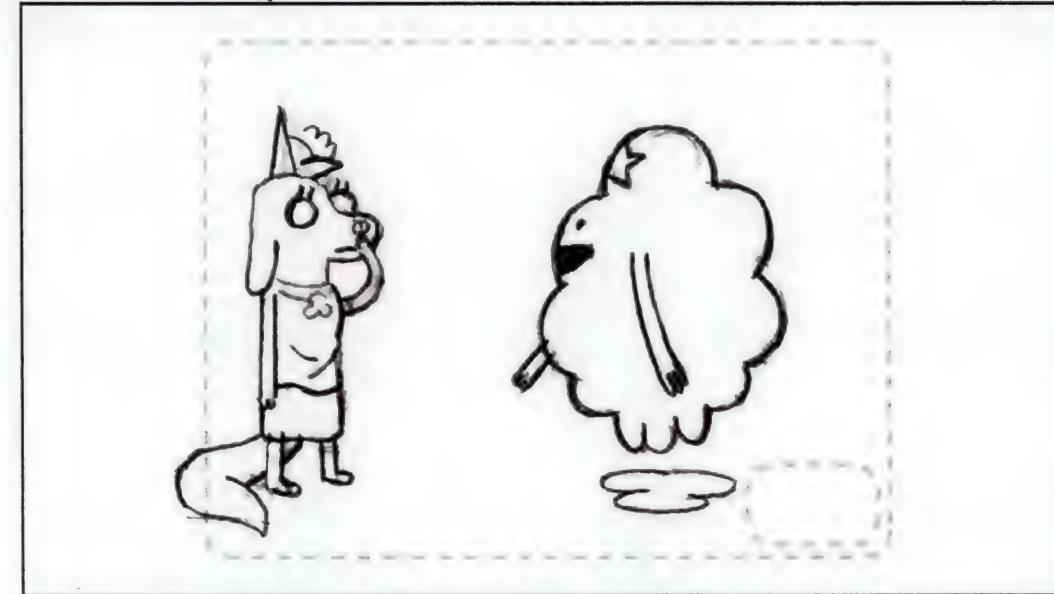
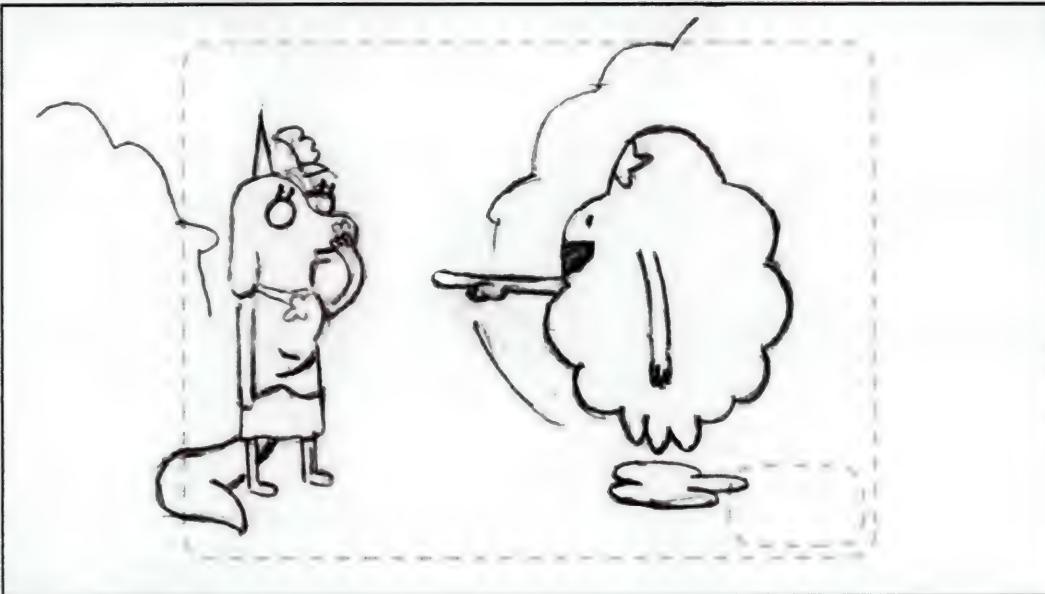
Bg.

day night

Sc. 128 cont Pnl. C

Bg.

day night



**Dialog:**

LSP: Viola!

LSP: Your excited gasp just gave me an idea!

**Action:**

JUN 09 2015

**Timing:**

Production :

# ADVENTURE TIME



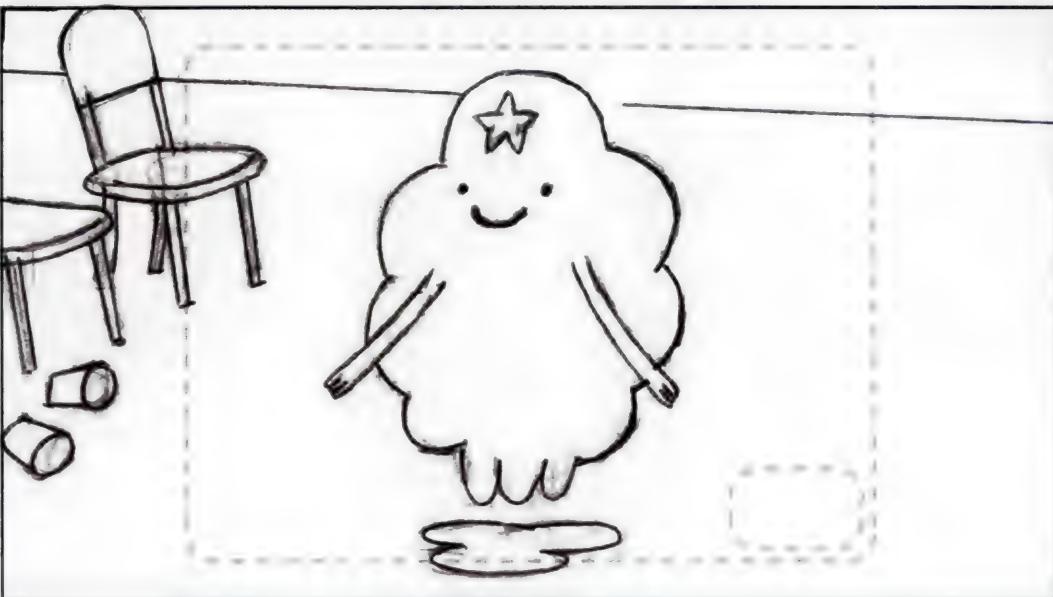
Page 263

Sc. 129

Pnl. A

Bg.

day night



Sc. 129 ~~cont~~

Pnl. B

Bg.

day night



**Dialog:**

LSP: I'll play the part!

**Action:**

[Start pose]

(Like a 'volunteering' pose.)

JUN 09 2015

**Timing:**

EPISODE #

Production :

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# ADVENTURE TIME



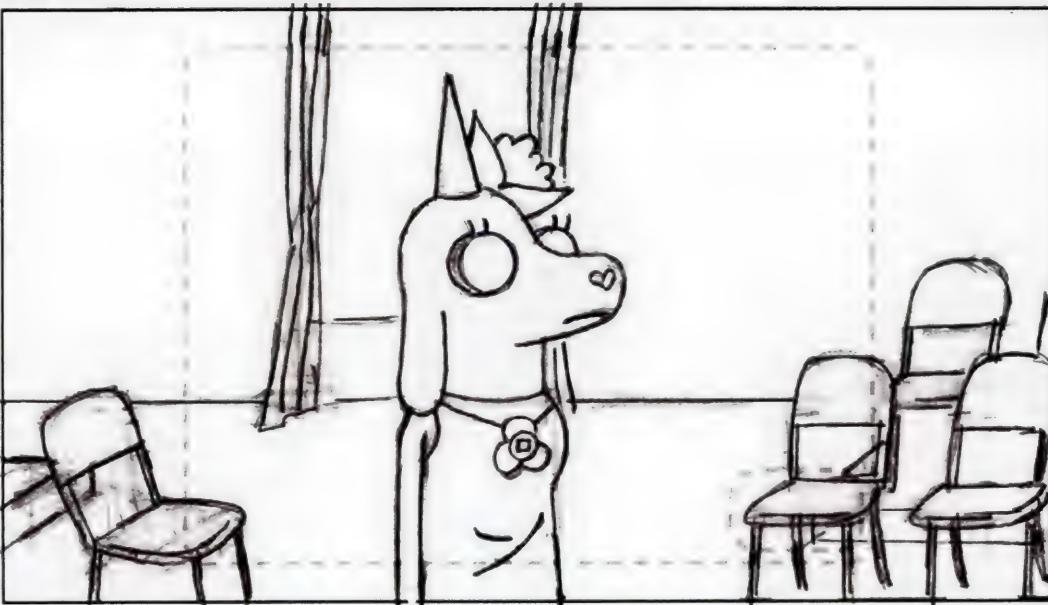
No scene 131-132

Sc. 130

Pnl. A

Bg.

day night

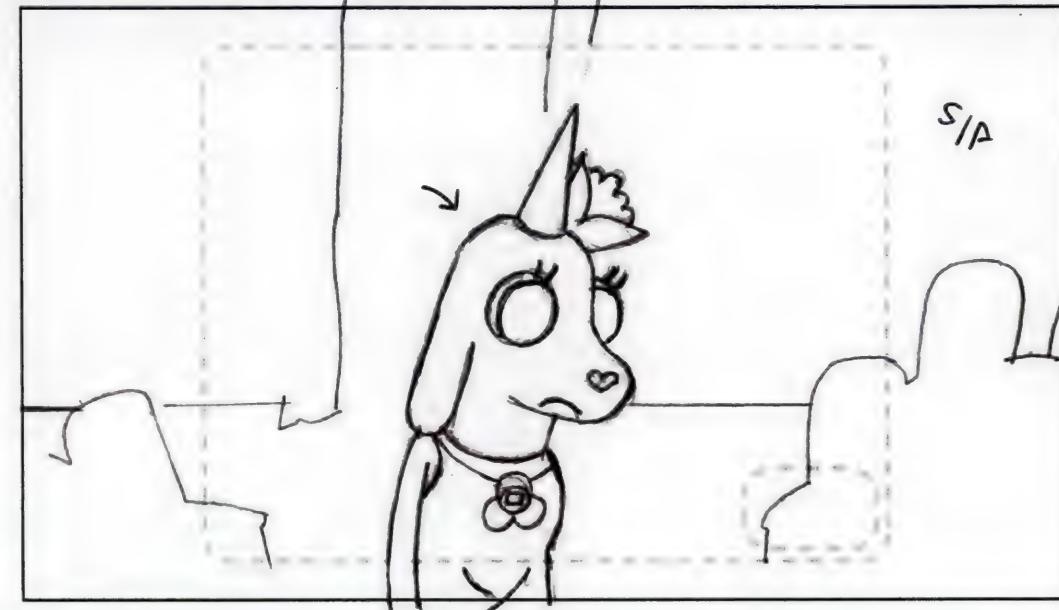


Sc. 130 *cont*

Pnl. B

Bg.

264  
Page  
No Pgs 263-271  
day night



Dialog:

Action:

- Viola reacts sadly ... seeing a missed opportunity.

JUN 09 2015

Timing:

Production :

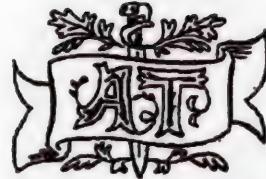
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EPILOGUE #

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# ADVENTURE TIME



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Page \_\_\_\_\_

Sc. 133

Pnl. A

Bg.

day night

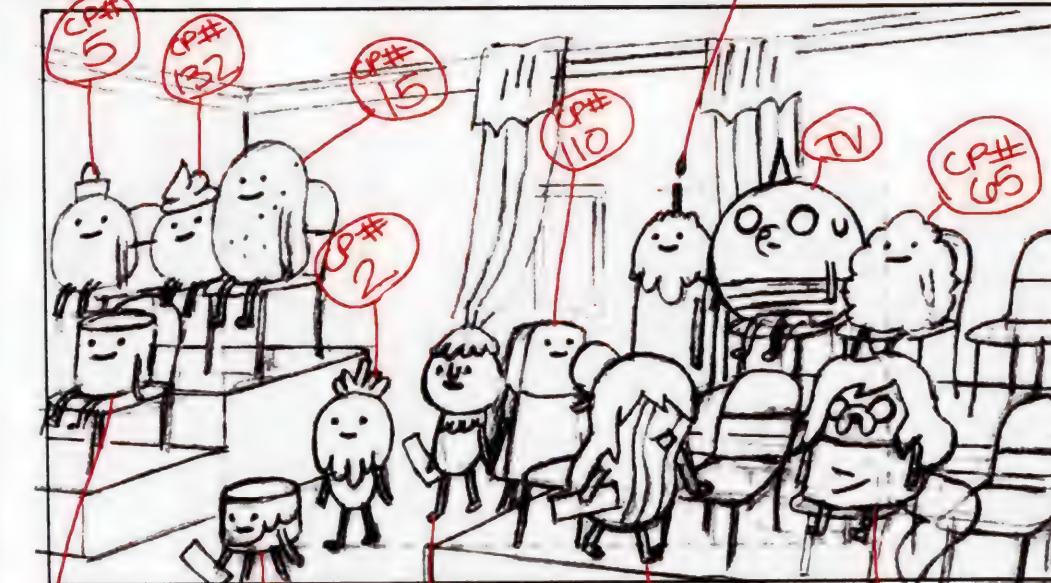


Sc. 134

Pnl. A

Bg.

day night



Dialog:

Toddle, cubey, CP# 60, Demon Pig #2

CP# 11

SFX: Some audience sounds.  
CP# 13, CP# 9

Jake Jr.

Charlie

Action: On candy people queing for the play -- a few are entering the playhouse.

On candy people audience -- some are already seated, others are entering (leisurely speed).

JUN 09 2015

Timing:

Production :

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EPISODE #

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# ADVENTURE TIME



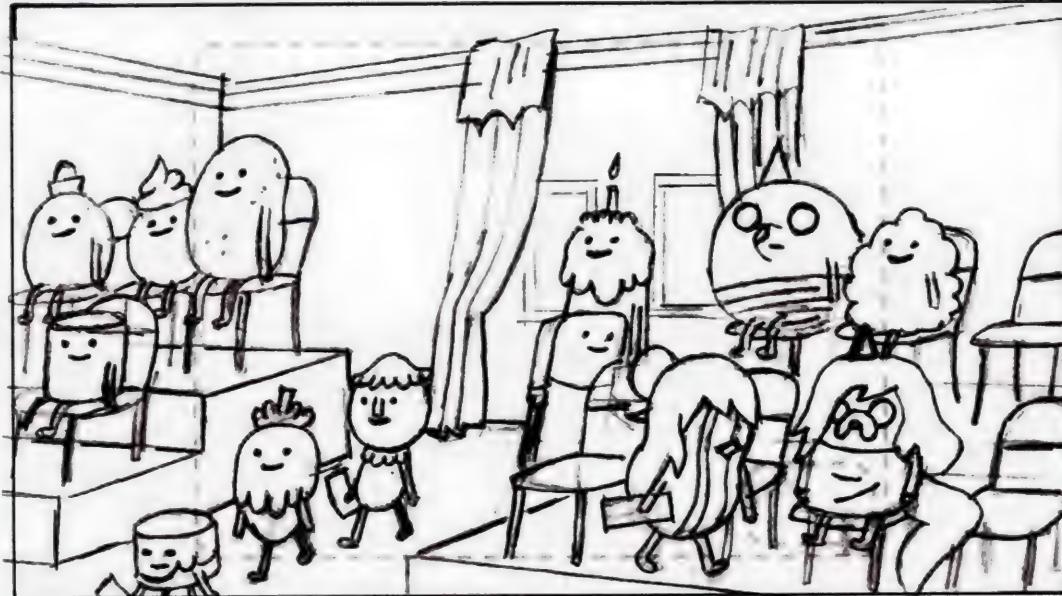
Page 273

Sc. 134 *cont*

Pnl. B

Bg.

day night

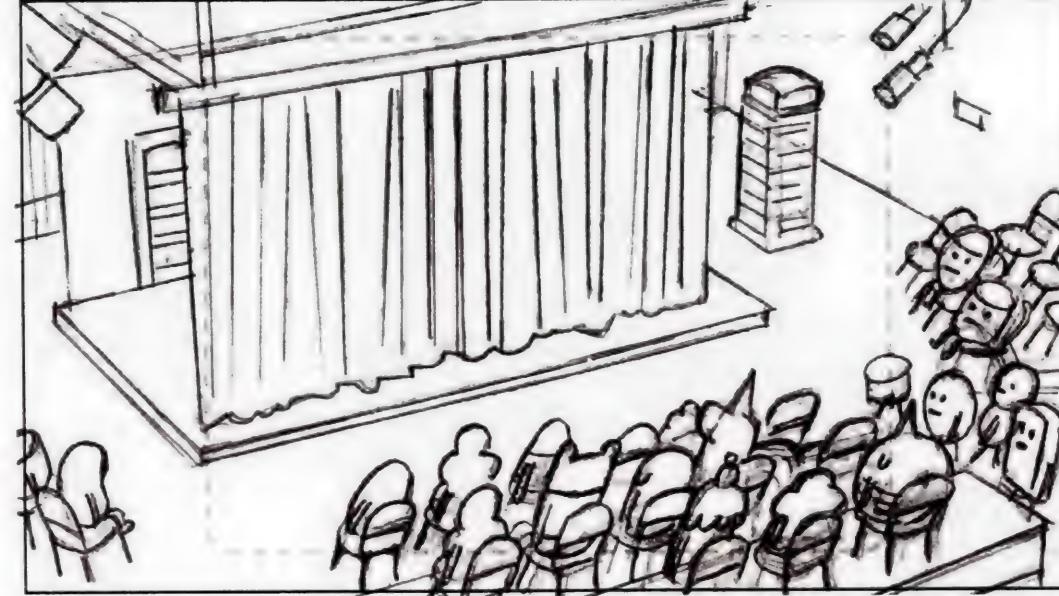


Sc. 135

Pnl. A

Bg.

day night



**Dialog:**

SFX: Some audience sounds.

SFX: Some audience sounds.

**Action:**

(Some misc. movement, of audience members getting settled.)

JUN 09 2015

**Timing:**

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EPISODE #

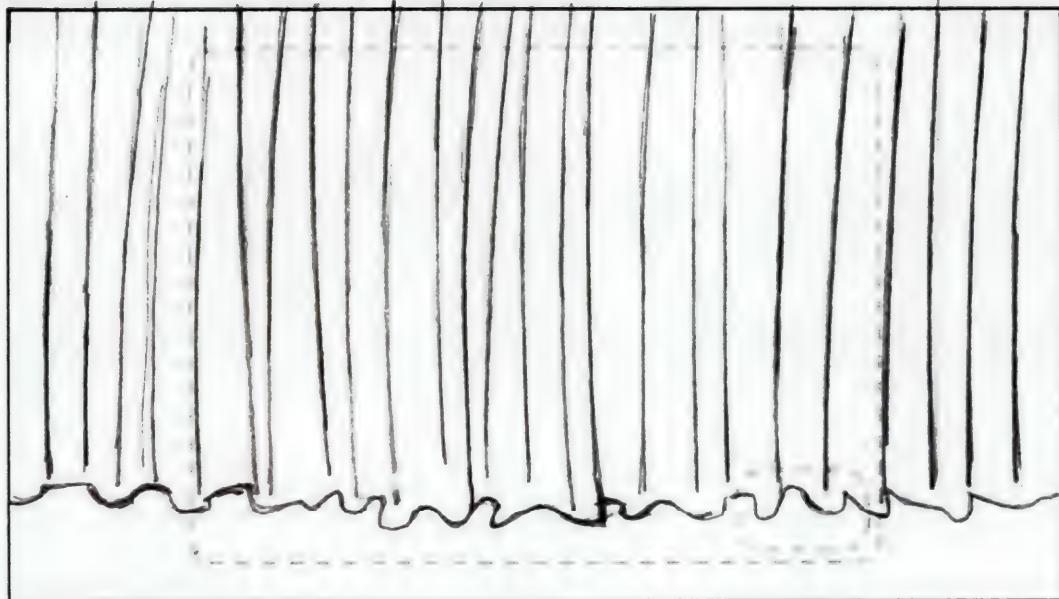
Production :

1034/223

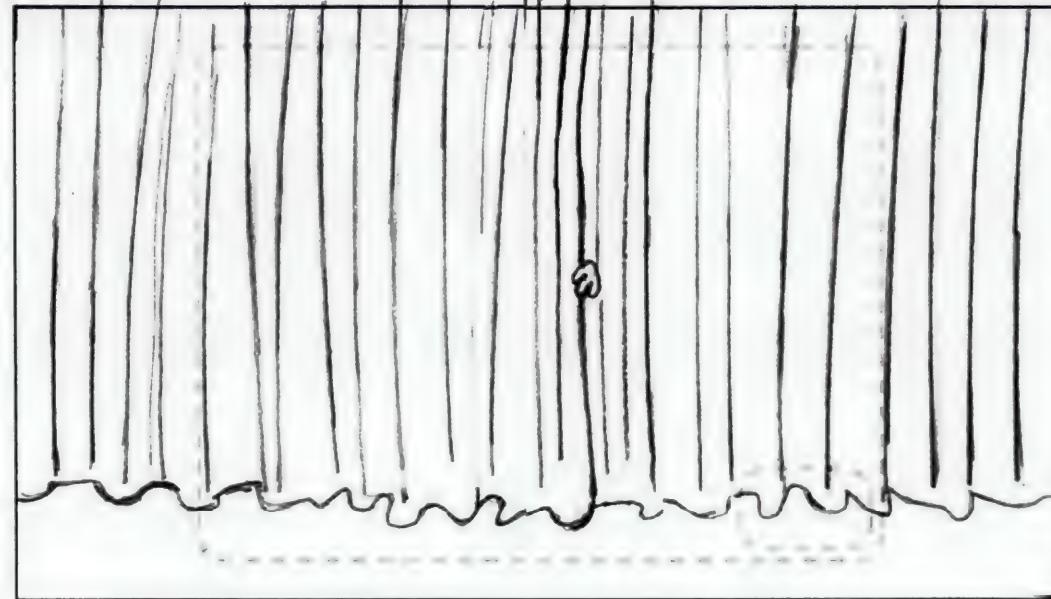
## ADVENTURE TIME

Page 274**Sc. 136****Pnl. A****Bg.**

day night

**Sc. 136 cont****Pnl. B****Bg.**

day night

**Dialog:**SFX: Some audience sounds.SFX: Some audience sounds.**Action:** On the stage curtain, as seen from the audience.

(Viola's hand appears.)

JUN 09 2015

**Timing:**

Production :

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# ADVENTURE TIME



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Page

Sc. 136 ~~cont~~ Pnl. C

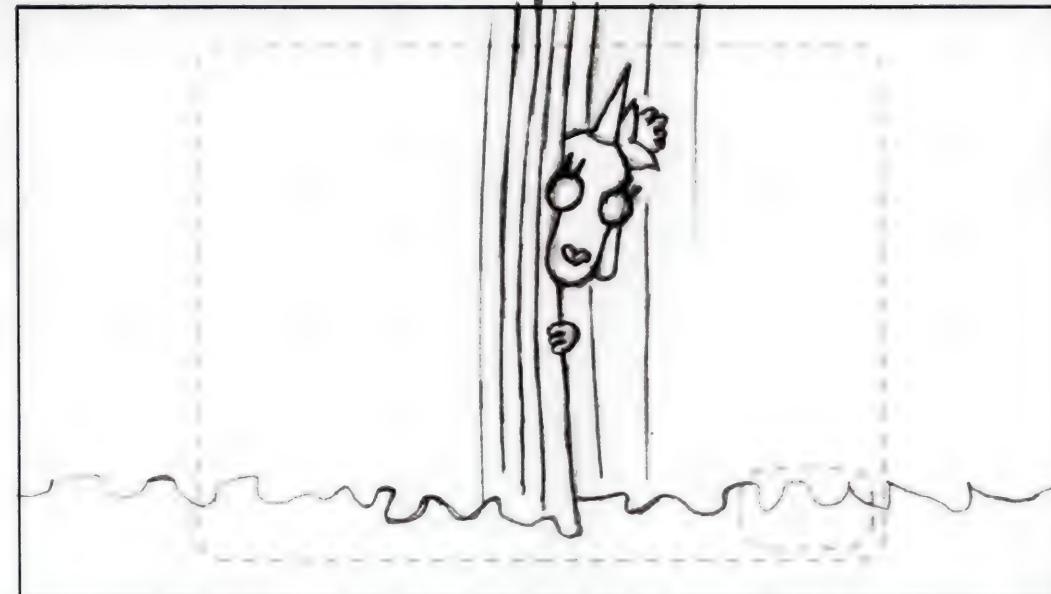
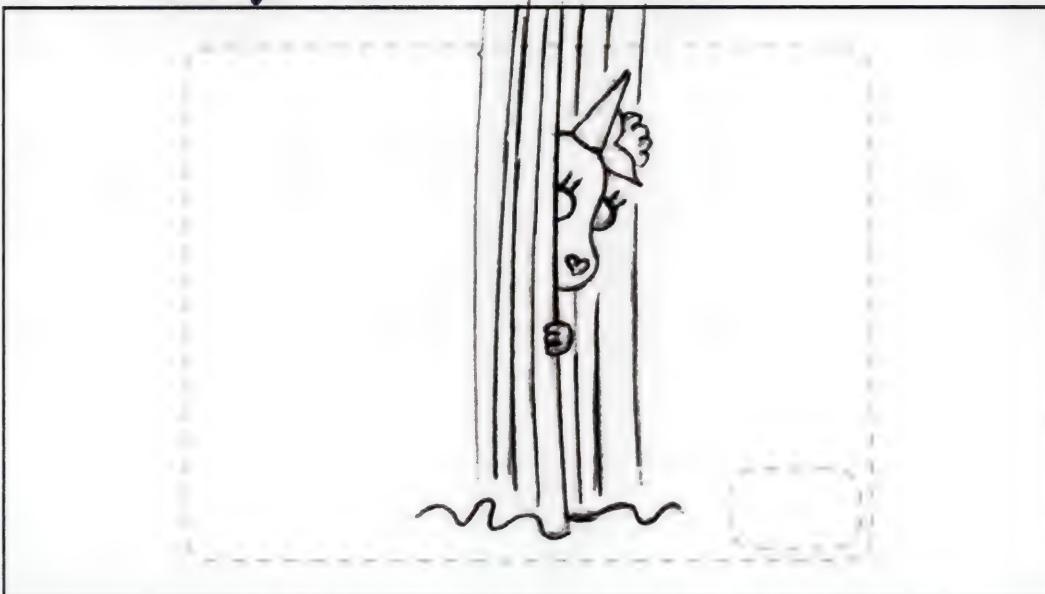
Bg.

day night

Sc. 136 ~~cont~~ Pnl. D

Bg.

day night



**Dialog:**

SFX: Some audience sounds.

SFX: Some audience sounds.

**Action:**

Viola peeks out from behind the curtain.

JUN 09 2015

**Timing:**

EPISODE #

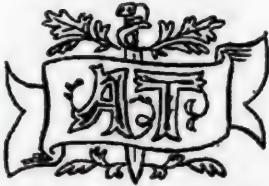
Production :

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1034/223

# ADVENTURE TIME



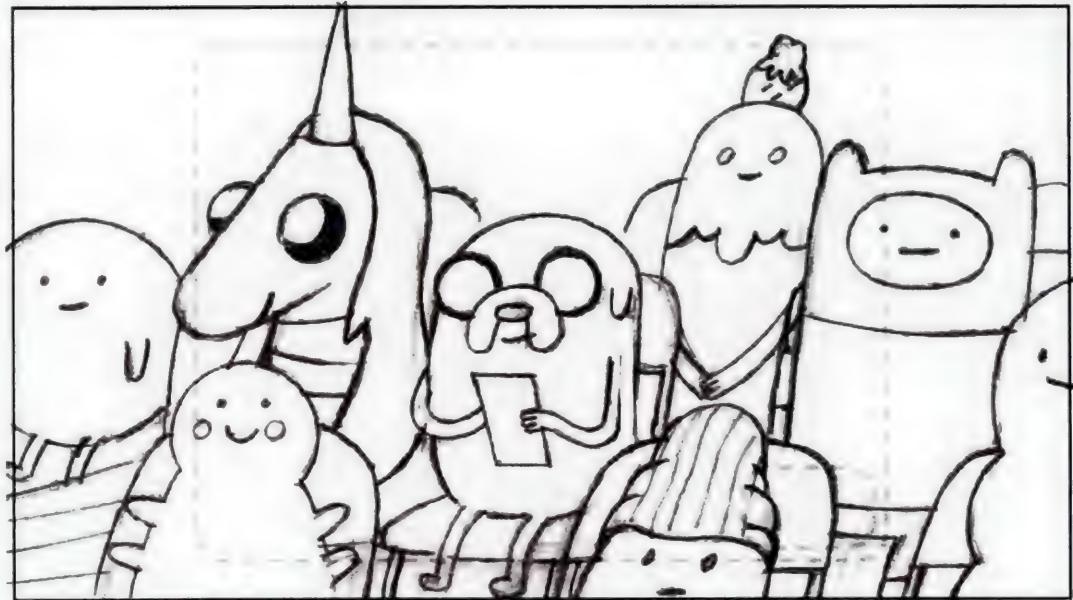
Page 276

Sc. 137

Pnl. A

Bg.

day night

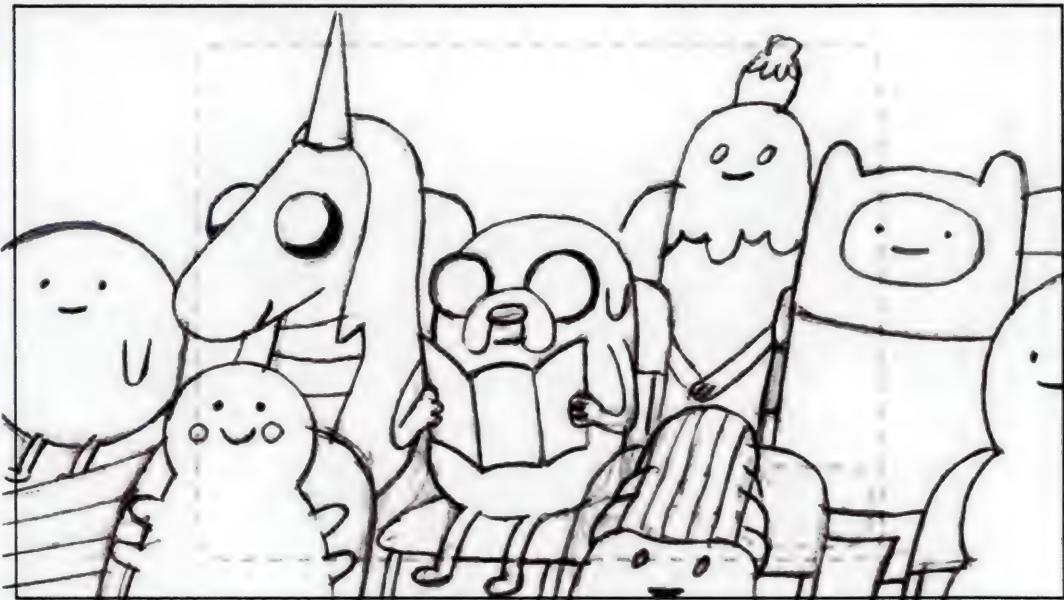


Sc. 137 ~~cont~~

Pnl. B

Bg.

day night



**Dialog:**

SFX: Some audience sounds.

SFX: Some audience sounds.

**Action:** On Jake, in the audience.

Jake opens his program.

JUN 09 2011

**Timing:**

Production :

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# ADVENTURE TIME



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Page \_\_\_\_\_

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Sc. 138

Pnl. A

Bg.

day night



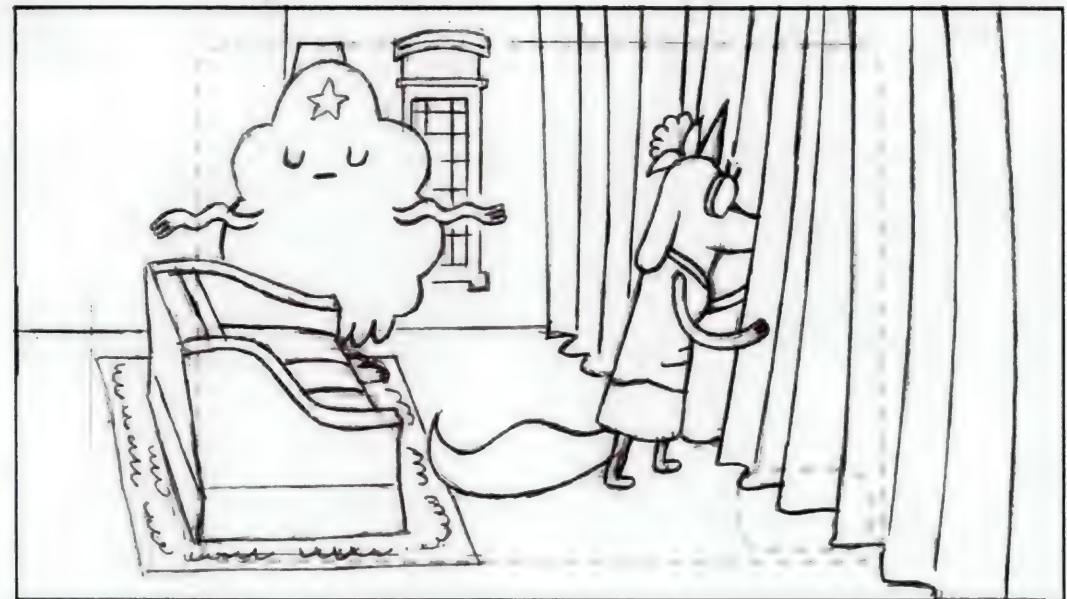
Sc. 138

~~cont~~

Pnl. B

Bg.

day night



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**Dialog:**

SFX: Some audience sounds (muffled by the curtain) throughout this scene . . .

**Action:**

Viola is peeking out through the curtain.  
LSP is doing limbering-up exercises.

JUN 09 2015

**Timing:**

Production :

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## ADVENTURE TIME

278  
PageSc. 138 ~~cont~~ Pnl. C

Bg.

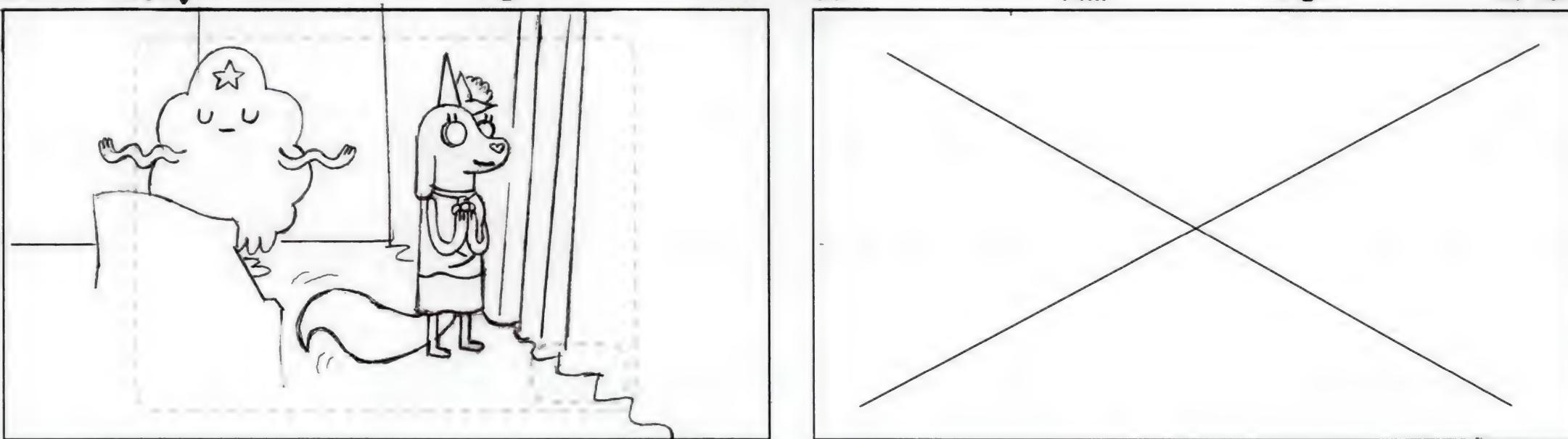
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action: - Viola settles back. She is happy that her family is in the audience.

JUN 09 2015

Timing:

Production :

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# ADVENTURE TIME



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Page

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Sc. 138 cont

Pnl. D

Bg.

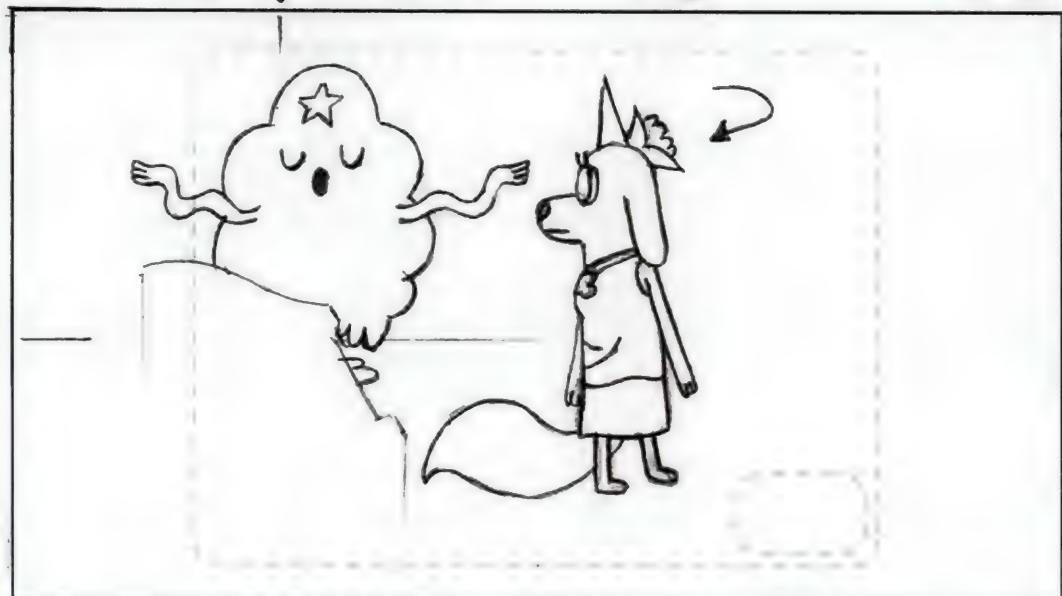
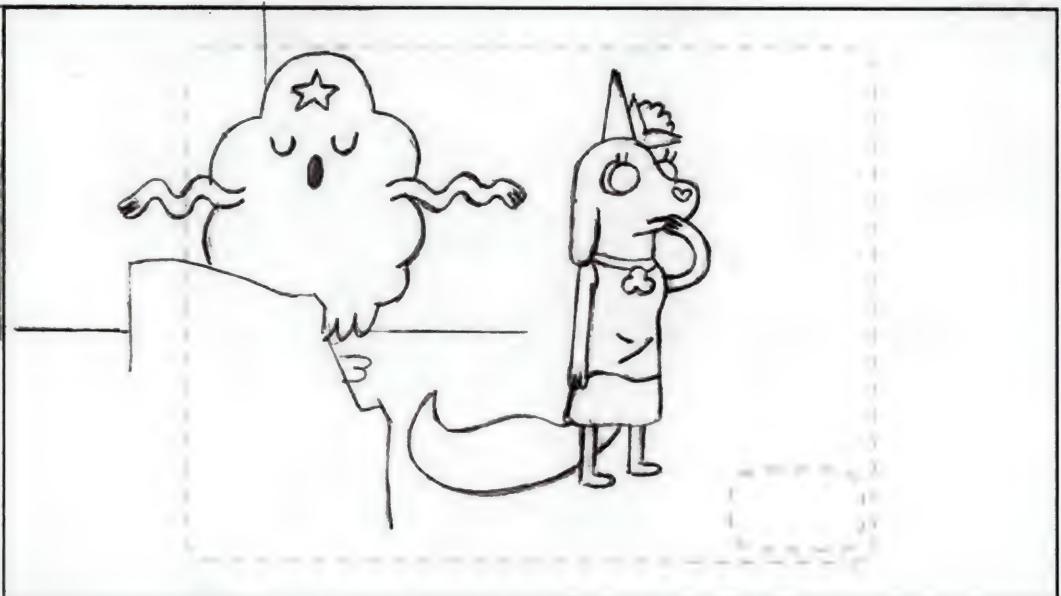
day night

Sc. 138 cont

Pnl. E

Bg.

day night



**Dialog:**

LSP: SHE SELLS SEASHELLS BY THE SEA SHORE ...

**Action:**

Viola thinking. LSP limbering up.

Viola looks at LSP.

JUN 09 2015

**Timing:**

Production :

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# ADVENTURE TIME

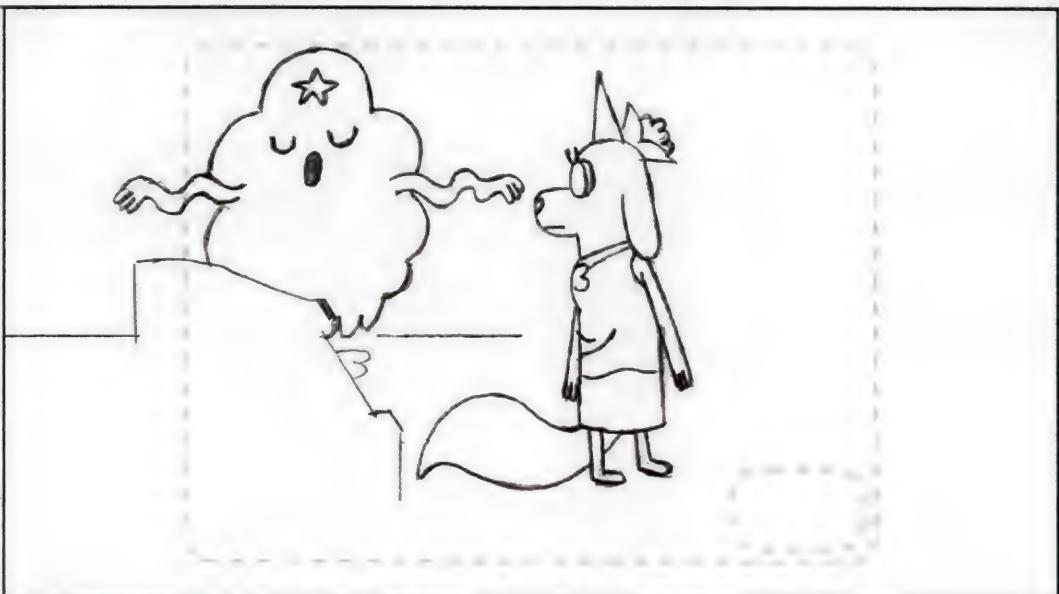


Sc. 138 ~~cont~~

Pnl. F

Bg.

day night



Sc. 139

Pnl. A

Bg.

day night



**Dialog:**

LSP: SHE SELLS SEA SHELLS BY THE SEASHORE .

**Action:**

Close on Viola, thinking.

JUN 09 2015

**Timing:**

Production :

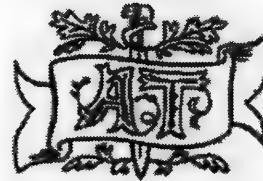
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Page

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# ADVENTURE TIME



REVISED

6/29

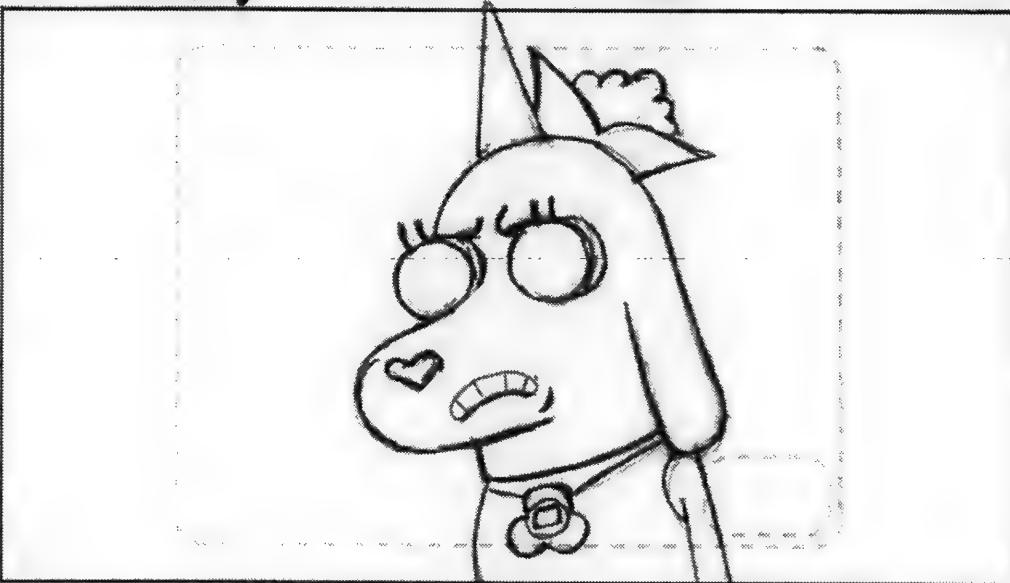
281  
Page

Sc. 139 *cont*

Pnl. B

Bg.

day night

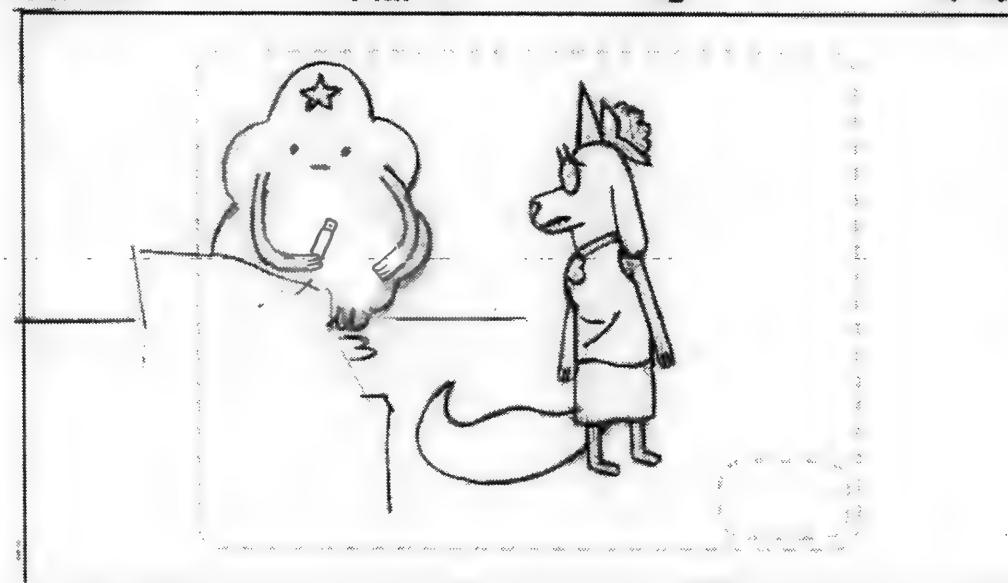


Sc. 140

Pnl. A

Bg.

day night



Dialog:

LSP: [ THROAT CLEAR ]

Action: Viola becomes: DESPERATE

LSP grabs an atomizer from her hip pocket.

Timing:



JUN 09 2015

Production:

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10341223

# ADVENTURE TIME



REVISED  
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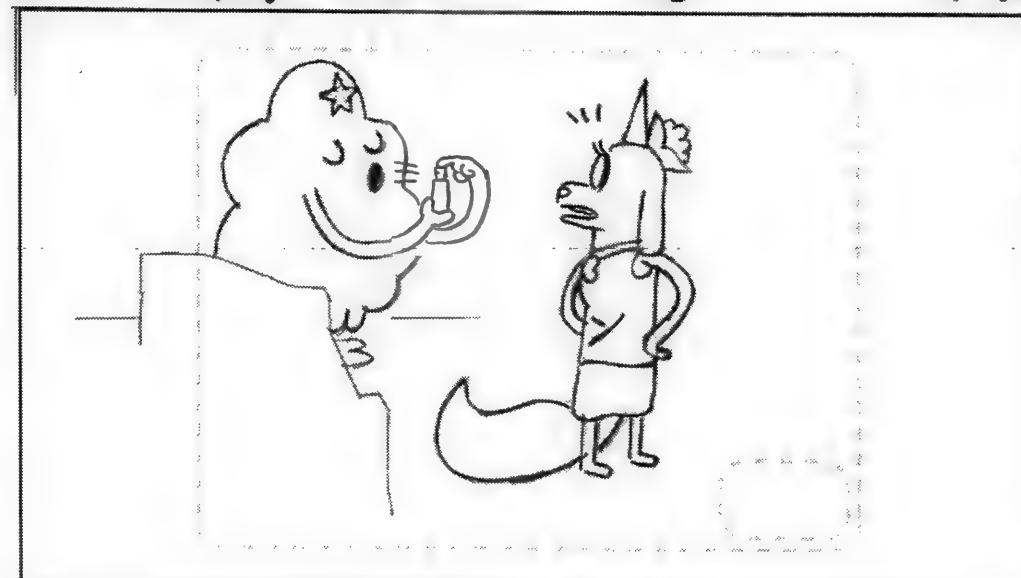
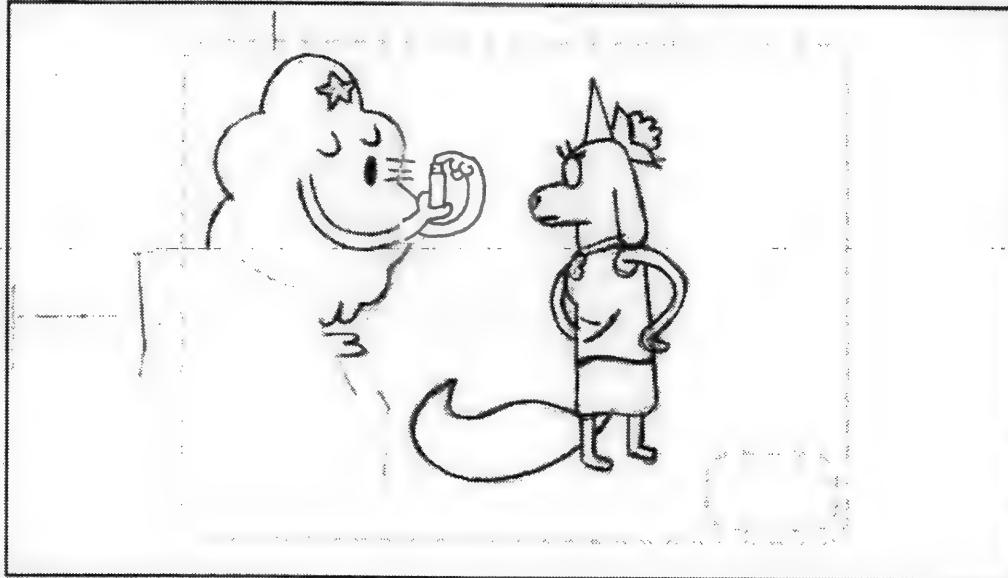
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Page

day night

Sc. 140 *cont* Pnl. B Bg.

Sc. 140 *cont* Pnl. C Bg.

day night



Dialog:

SFX: Spiff! [Atomizer]

LSP: AAAAH!

Action:

LSP sprays her throat with the atomizer.

Timing:



SFX: Spiff!

VIOLA: (quick) I'M SORRY!

JUN 09 2013

Production :

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# ADVENTURE TIME



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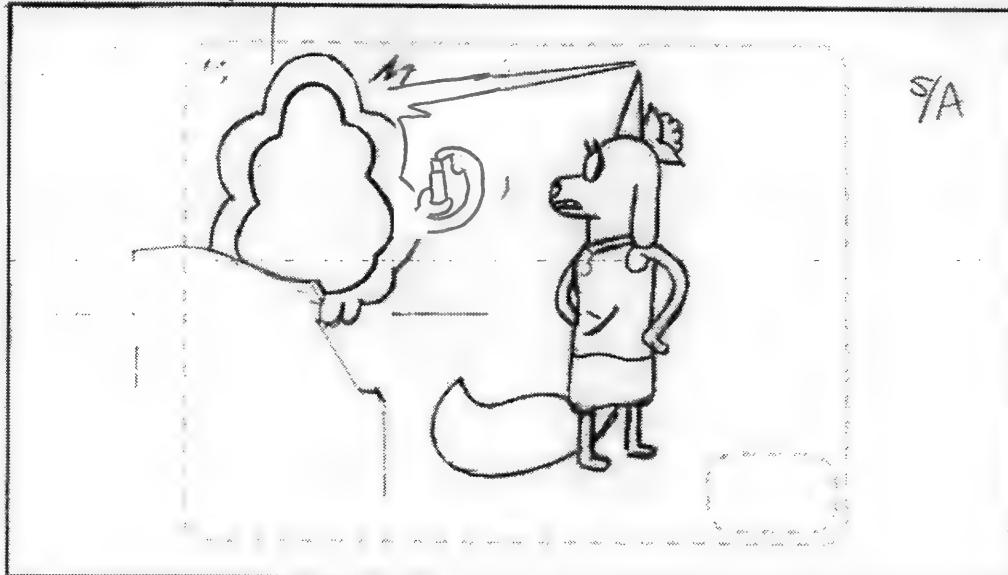
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Page

Sc. 140 cont

Pnl. D

Bg.

day night

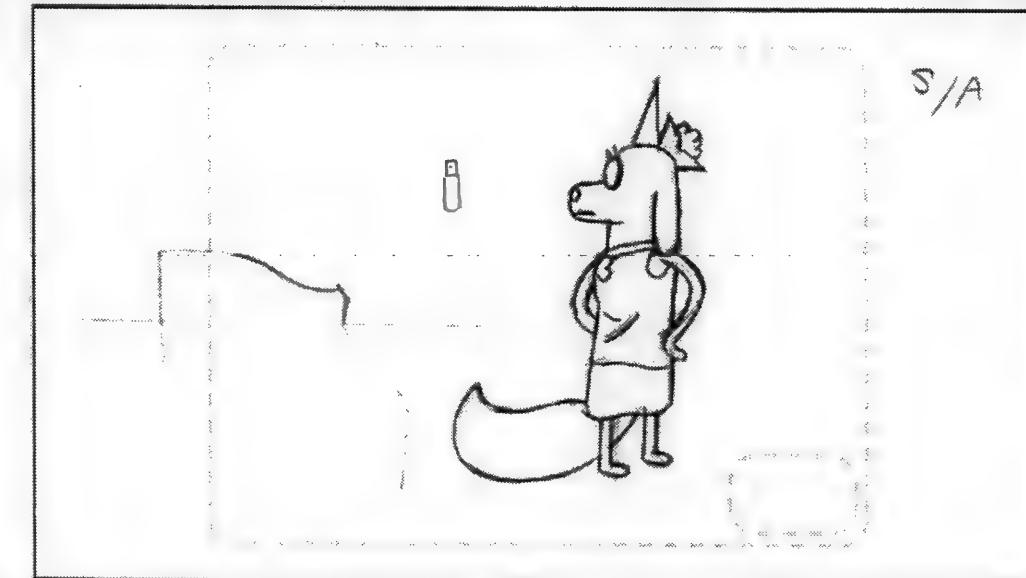


Sc. 140 cont

Pnl. E

Bg.

day night



Dialog:

SFX: \* VMM! \*

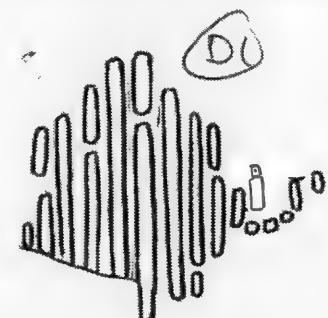
Action:

Viola zaps LSP to make her go far away.

LSP disappears, leaving the atomizer hovering for a second or so.

JUN 09 2015

Timing:



Production:

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# ADVENTURE TIME



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EPISODE # 1034-223

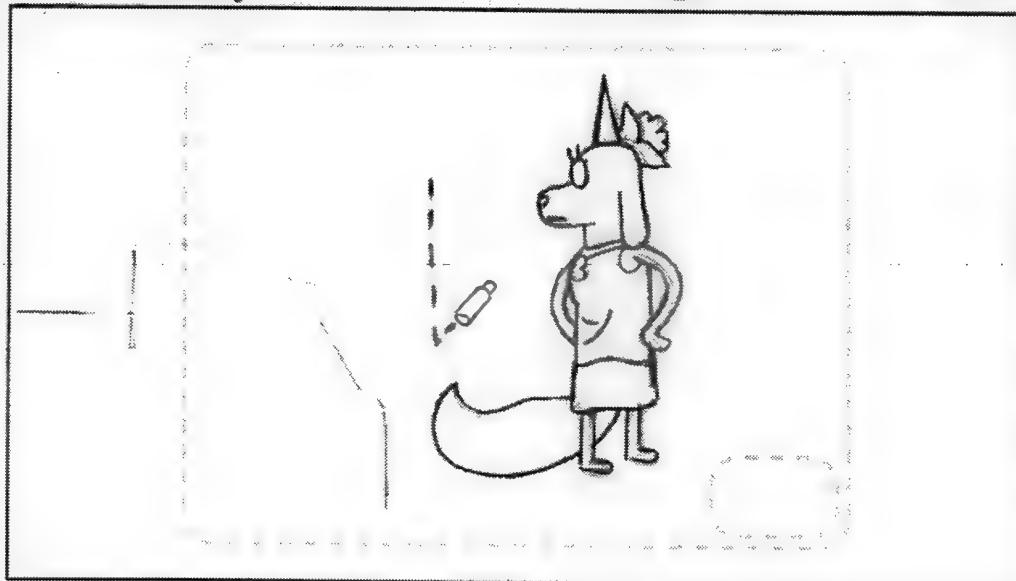
1034/223

Sc. 140 *cont*

Pnl. F

Bg.

day night

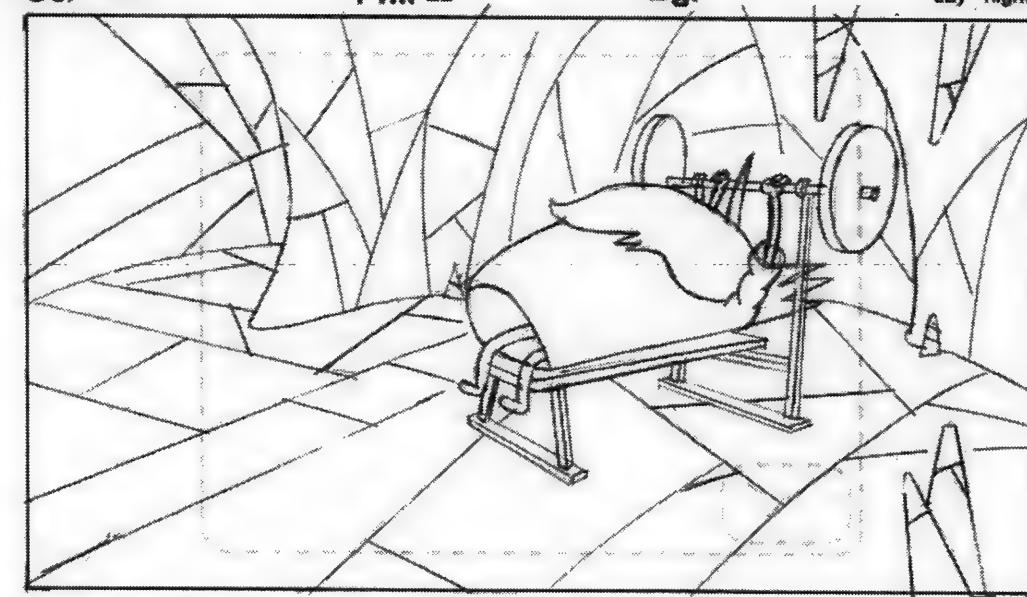


Sc. 141

Pnl. A

Bg.

day night



Dialog:

SFX: \* CLINK \*

Action:

(The atomizer falls and bounces.)



Cut to: Ice King lifting weights in his ice castle.

Timing:



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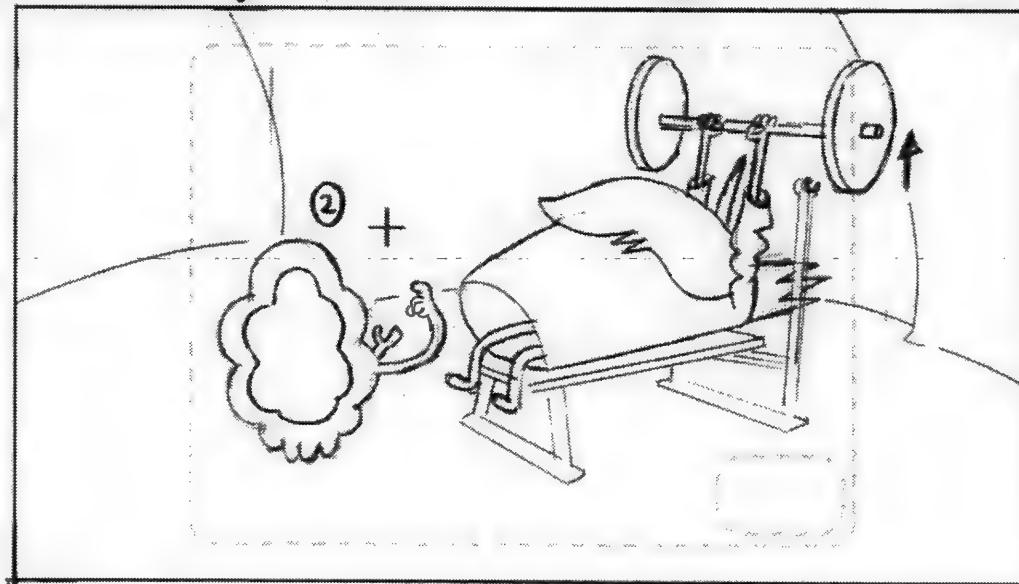
1034/223

Sc. 141 cont

Pnl. B

Bg.

day night

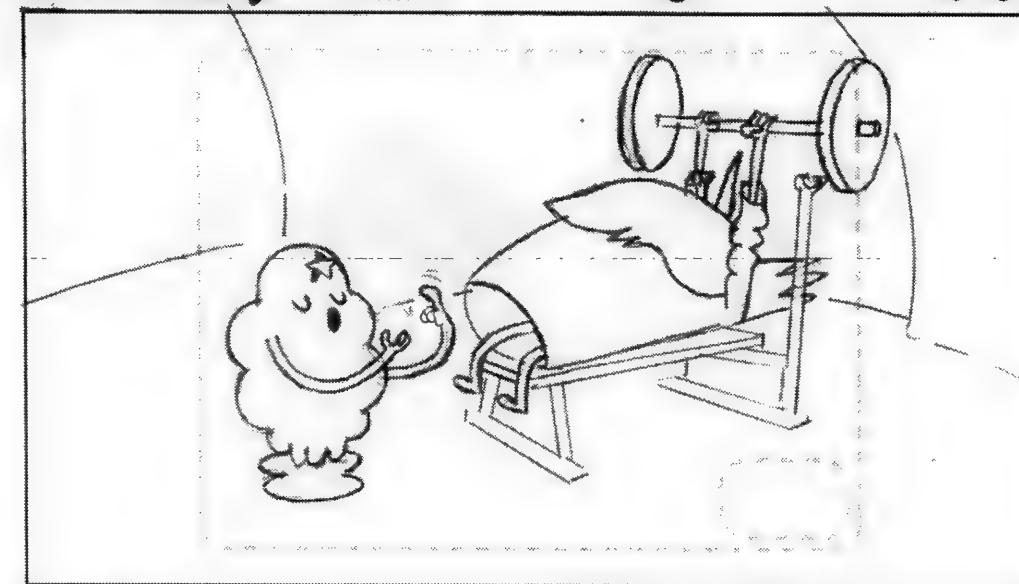


Sc. 141 cont

Pnl. C

Bg.

day night



Dialog:

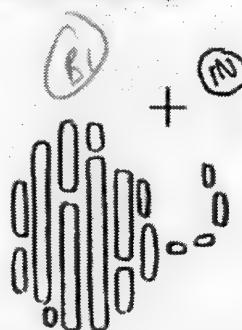
SFX: \* VMMM \*

LK: [ LONG STRAIN ]



Action:

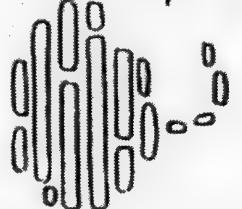
LSP appears magically.



LSP is still in the pose of spraying her throat with the atomizer, from the previous scene.

JUN 09 2012

Timing:



Production:

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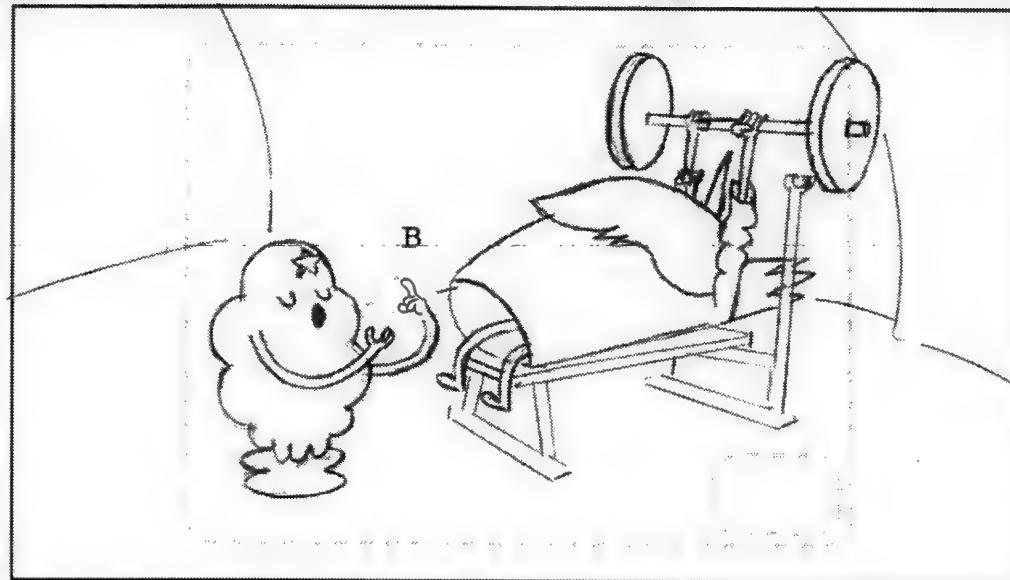
286  
Page \_\_\_\_\_

Sc. 141 cont

Pnl. D

Bg.

day night

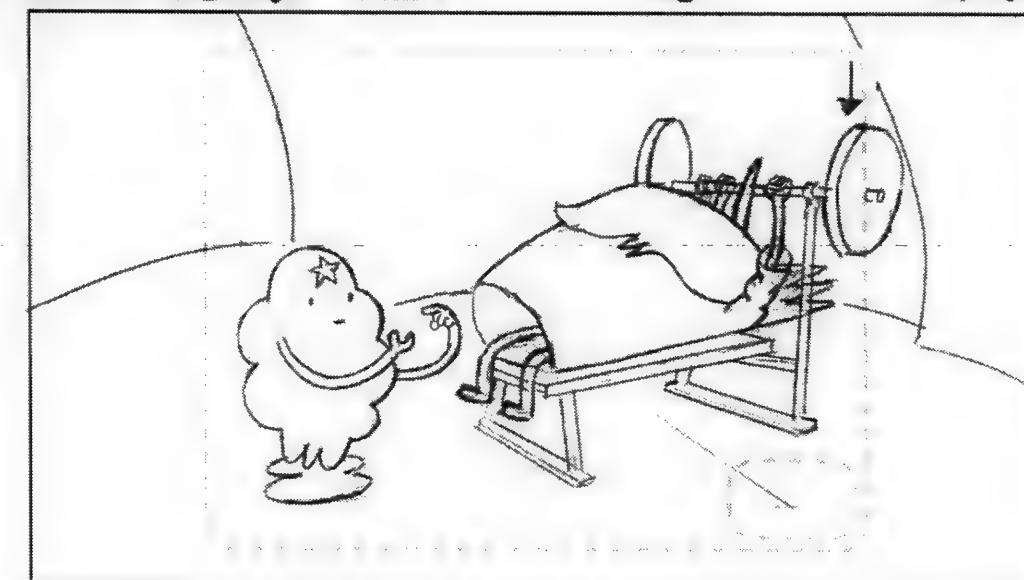


Sc. 141 cont

Pnl. E

Bg.

day night



Dialog:

SFX: Clink! [Barbell]

Action:

IK lowers barbell.

LSP opens her eyes.

JUN 09 2015

Timing:

Production :

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# ADVENTURE TIME



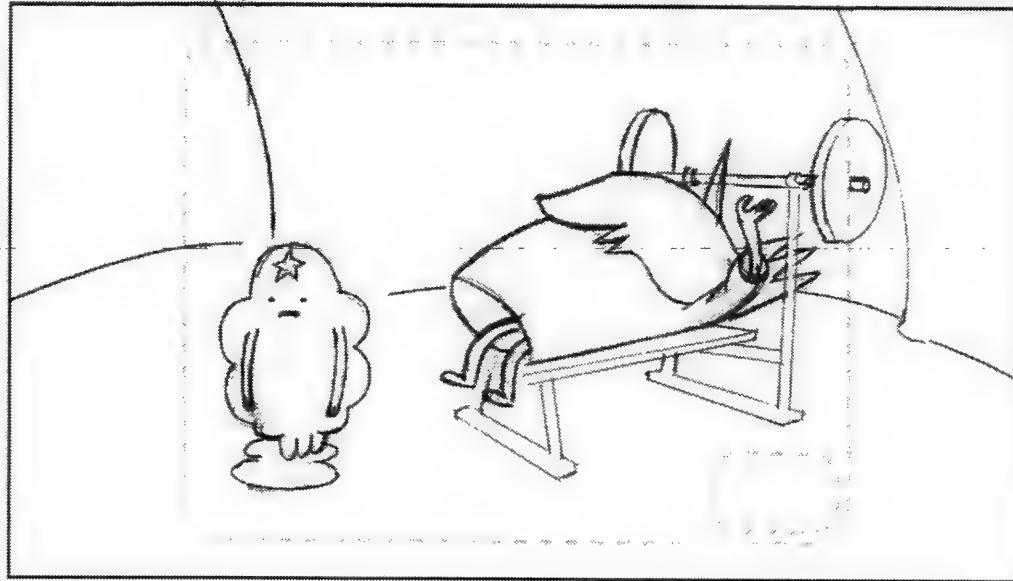
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Sc. 141 ~~cont~~ Pnl. F

Bg.

day night

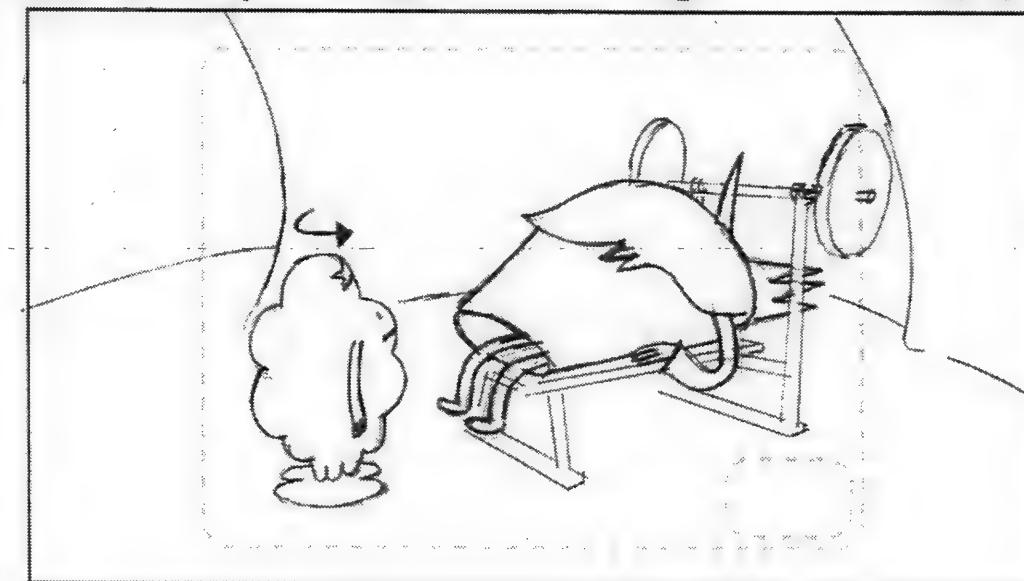


Sc. 141 ~~cont~~

Pnl. G

Bg.

day night



Dialog:

Action: LSP looks around, not understanding how she got here.

LSP looks around and sees the Ice King.

JUN 09 2015

Timing:

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Production :

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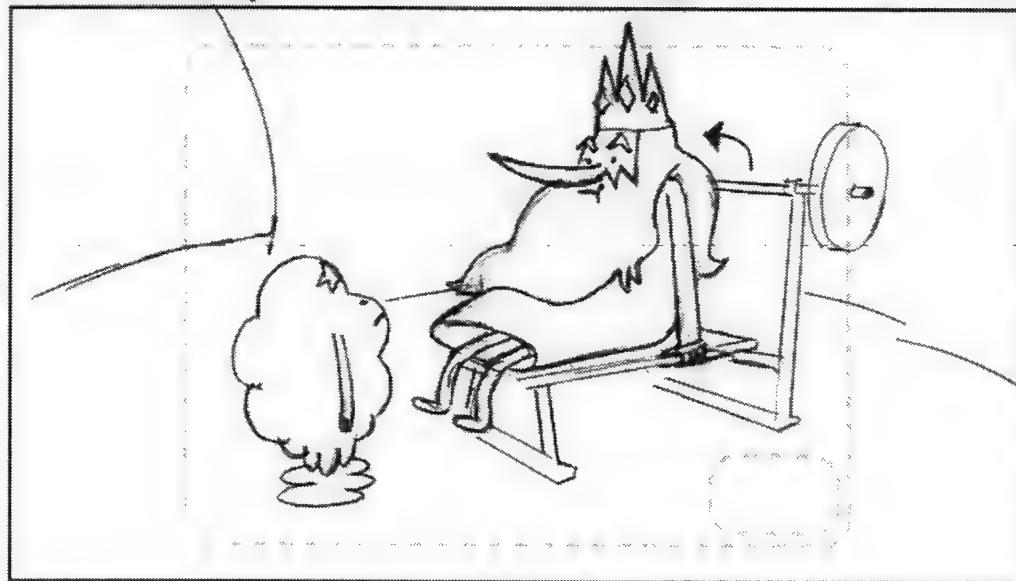
Sc. 141

~~cont~~

Pnl. H

Bg.

day night



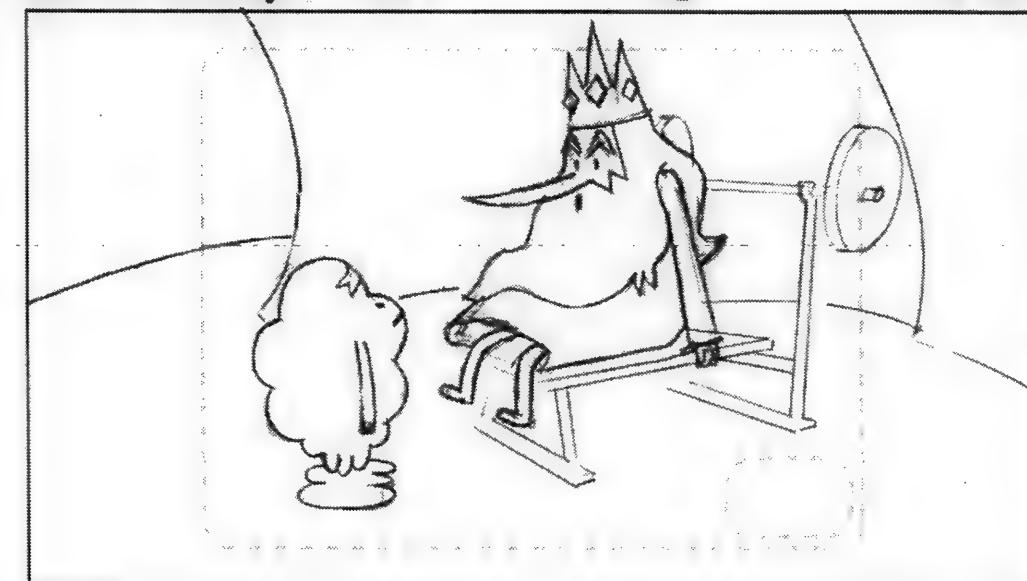
Sc. 141

~~cont~~

Pnl. I

Bg.

day night



Dialog:

Action: IK sits up.

IK looks at LSP with surprise!

JUN 09 2015

Timing:

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Production :

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## ADVENTURE TIME

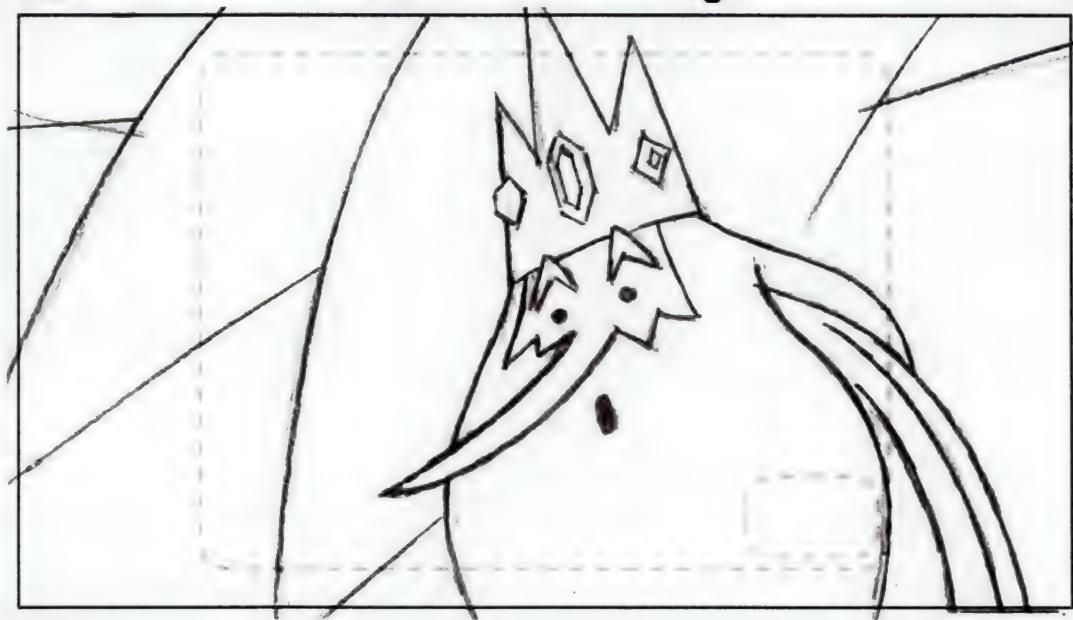
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Sc. 142

Pnl. A

Bg.

day night

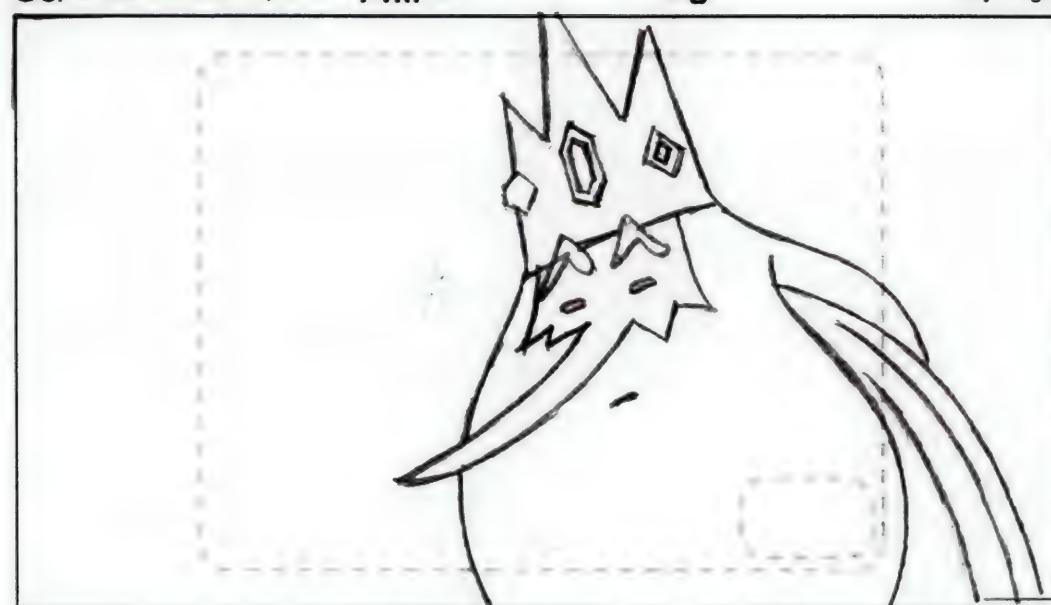


Sc. 142 cont

Pnl. B

Bg.

day night



Dialog:

Action:

IK waggles his eyebrows.

JUN 09 2011

Timing:

Production :

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# ADVENTURE TIME



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Page

Sc. 142 cont Pnl. C

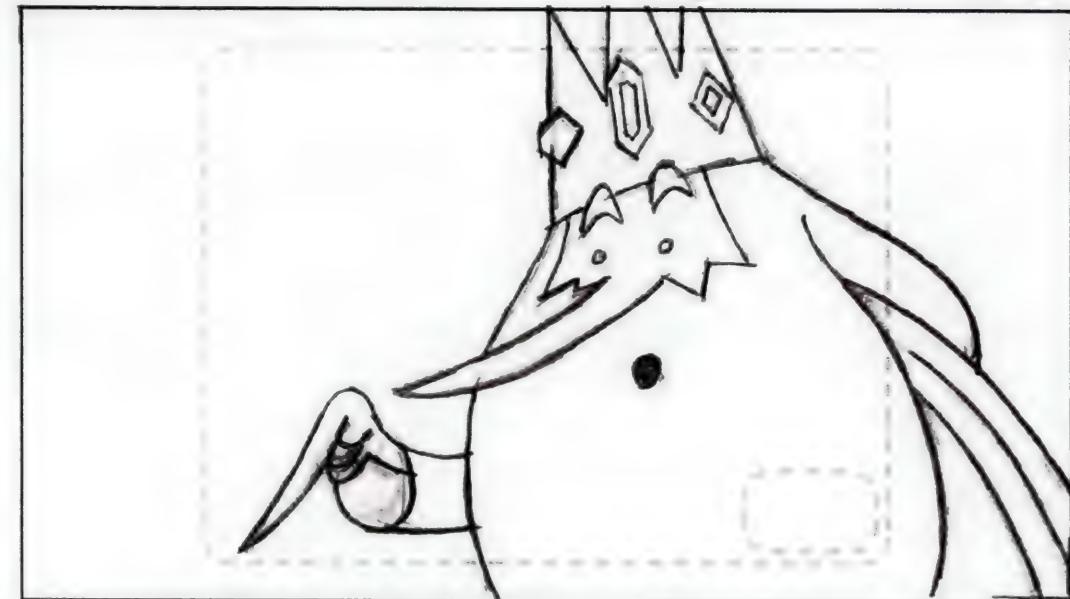
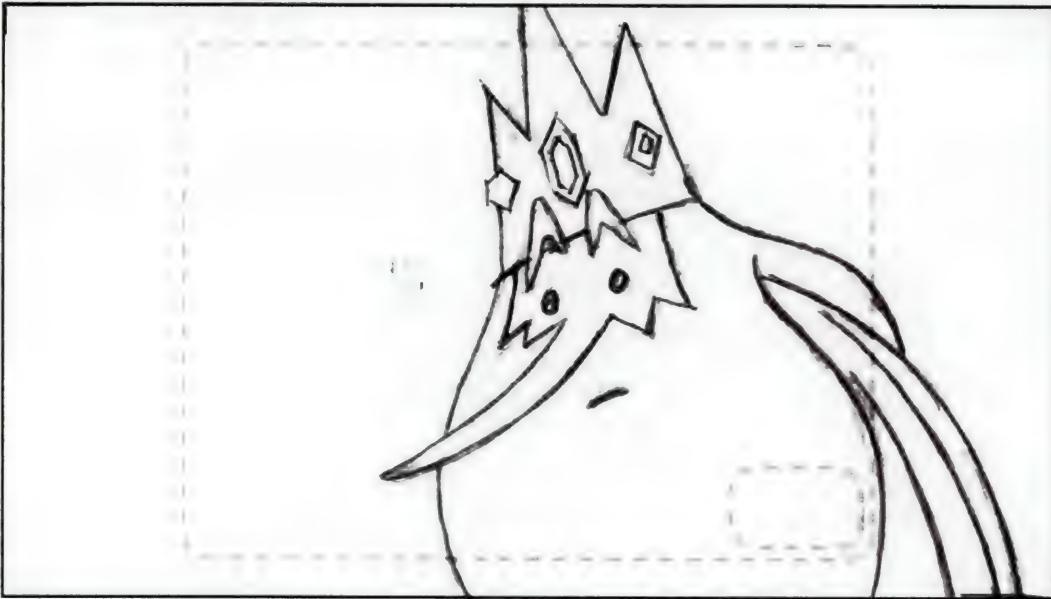
Bg.

day night

Sc. 142 cont Pnl. D

Bg.

day night



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Dialog:

Ice King: Are --YOU REALLY HERE ...

Action: IK waggles his eyebrows.

JUN 09 2015

Timing:

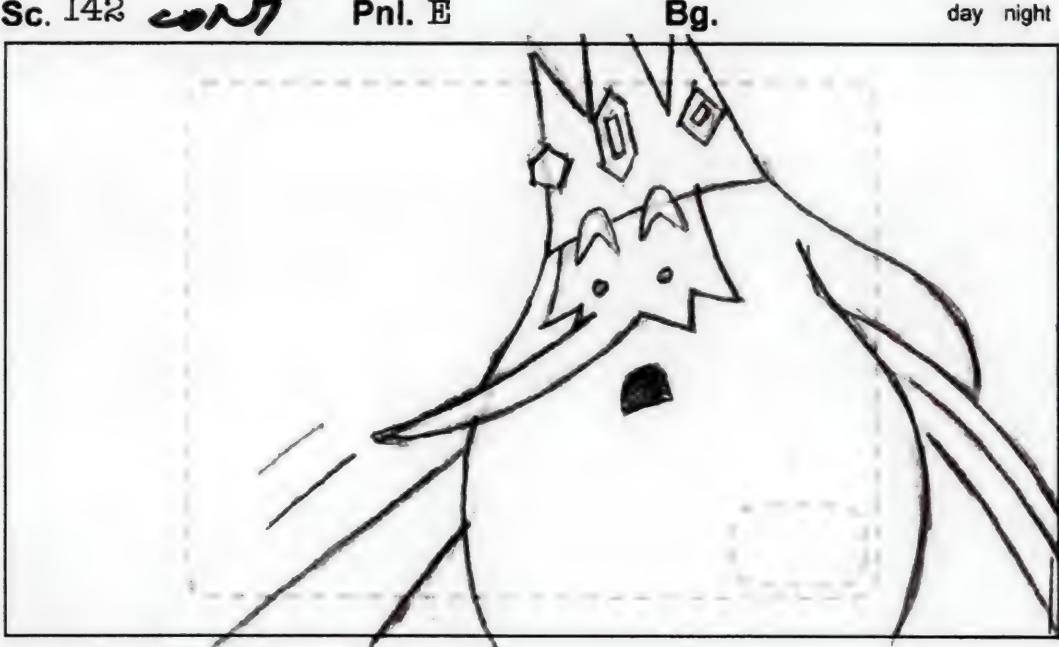
Production :

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## ADVENTURE TIME

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PageSc. 142 *cont* Pnl. E

day night

Sc. 143 Pnl. A



day night

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Dialog:

IK: - OR ARE YOU LIKE --IK: <sup>(o/s)</sup> --- an 'eye floater'?

Action:

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Timing:

Production :

## ADVENTURE TIME



Page 292

Sc. 143 cont Pnl. B

Bg.

day night



Sc. 143 cont Pnl. C

Bg.

day night

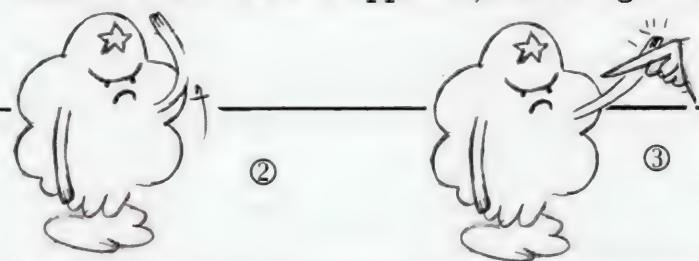


Dialog:

LSP: I've been usurped!

Action: LSP starts to realize what happened, how she got here.

Timing:



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Page \_\_\_\_\_

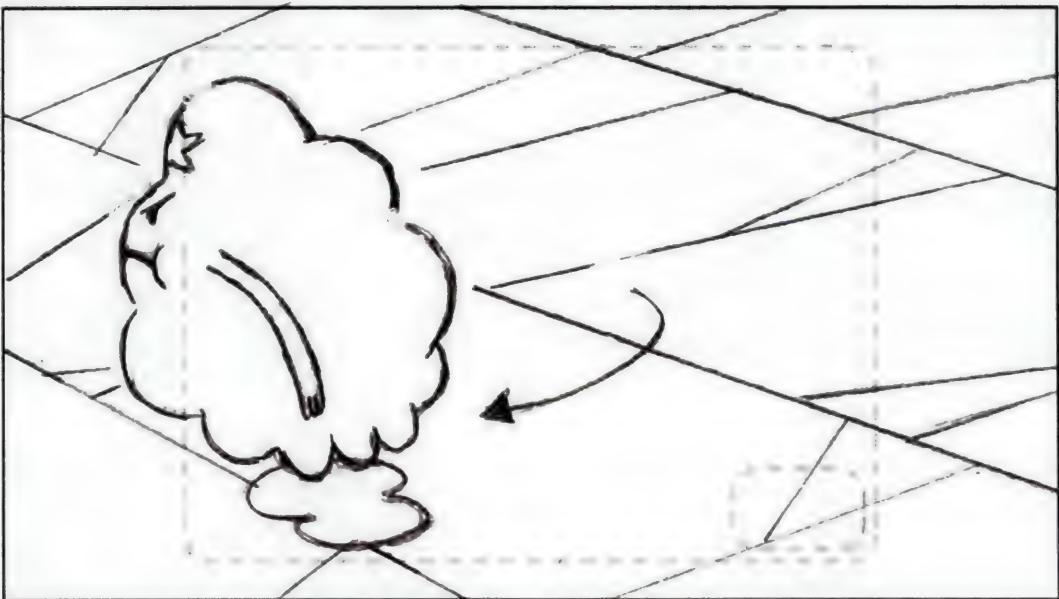
1034/223

Sc. 143 ~~cont~~

Pnl. D

Bg.

day night

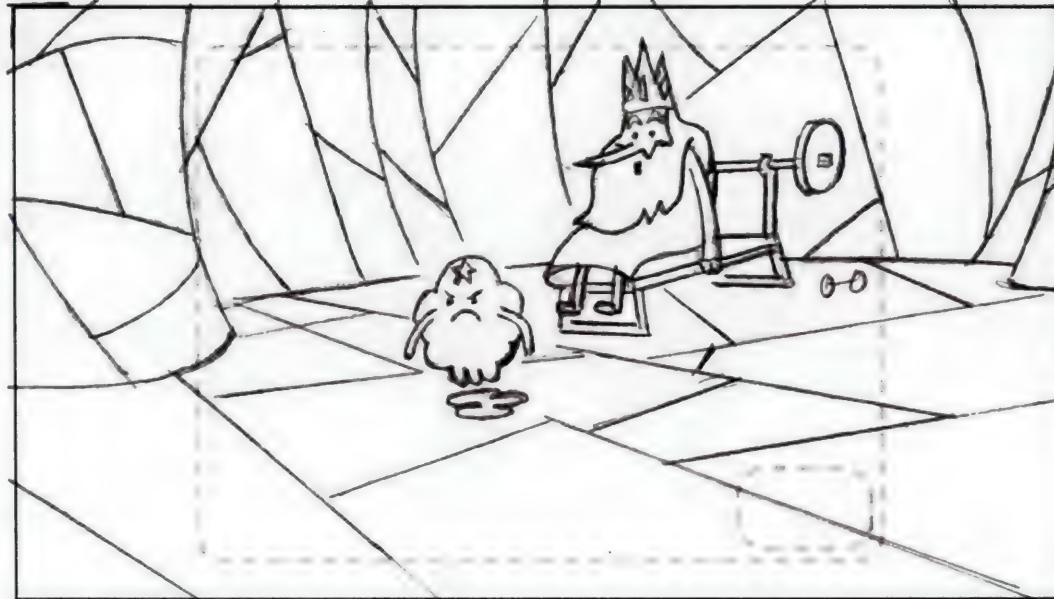


Sc. 144

Pnl. A

Bg.

day night



Dialog:

Action: LSP storms off.

LSP takes off, as fast as she can.

JUN 09 2015

Timing:

Production :

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# ADVENTURE TIME

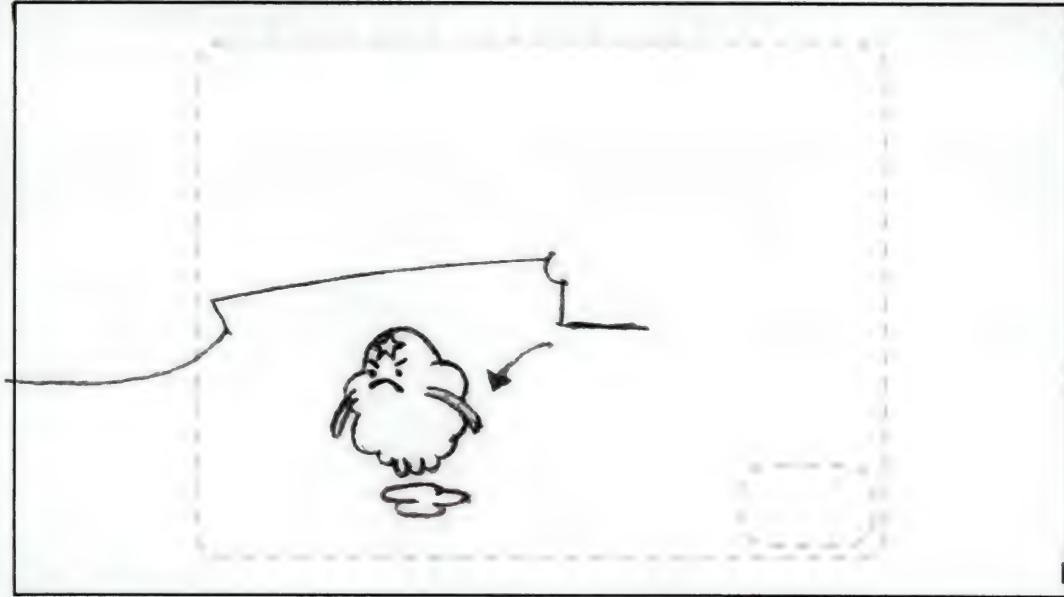


No scene 145

Sc. 144 *cont* Pnl. B

Bg.

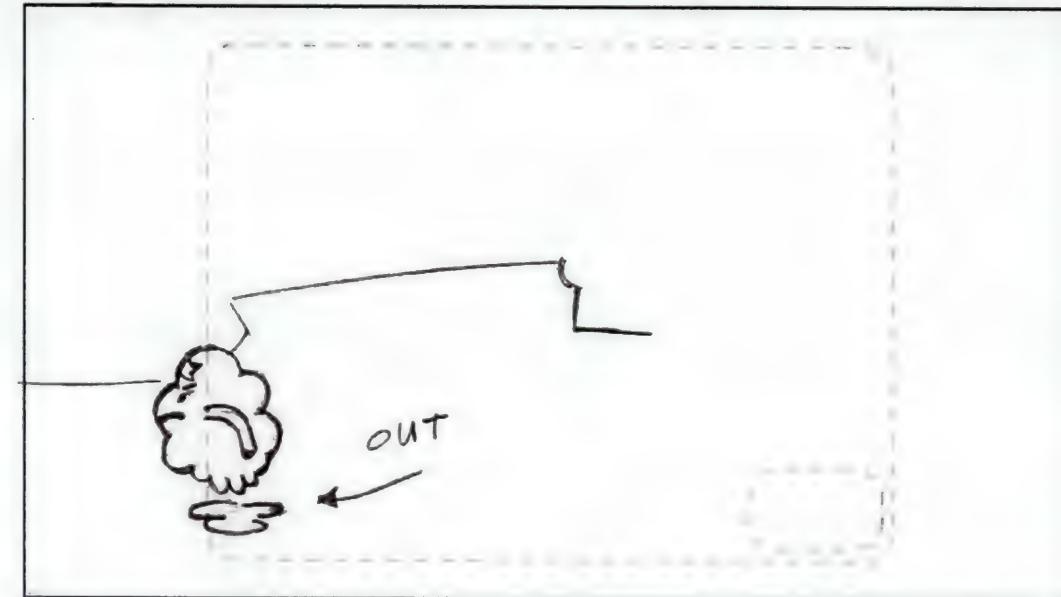
day night



Sc. 144 *cont* Pnl. C

Bg.

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Page  
NO PG 295  
day night



Dialog:

Action:

- LSP SPEEDS OFF/S

Timing:

JUN 09 2015

Production :

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# ADVENTURE TIME



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Page

1034/223

Sc. Pnl. Bg. day night

Sc. sc146 Pnl. A Bg. day night

**Dialog:**

Viola: I can't believe this is our last summer here.

**Action:**

Back at the playhouse, Viola is now starring in the play.

**Timing:**

JUN 09 2015

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Production : 1034 / 223

# ADVENTURE TIME



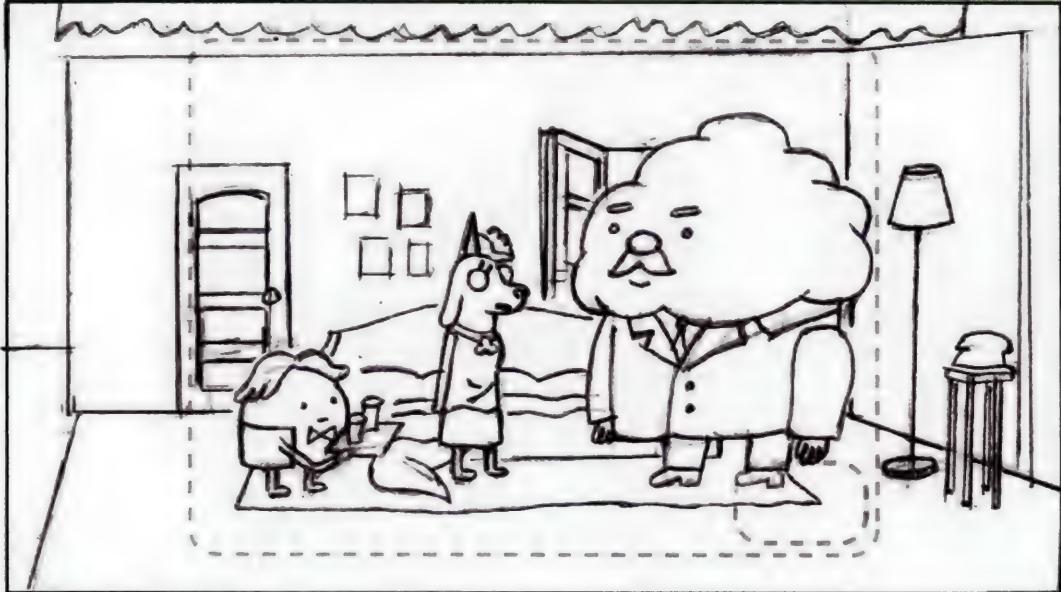
Page **297**

**Sc. 147**

Pnl. A

Bg.

day night



**Sc. 147**

~~cont~~

Pnl. B

Bg.

day night



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**Dialog:** Viola: But everything changes, I suppose.

Mr. C: One thing hasn't changed.  
You've never looked lovlier.

**Action:**

JUN 09 2015

**Timing:**

1034-223

EPISODE #

Production :

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# ADVENTURE TIME



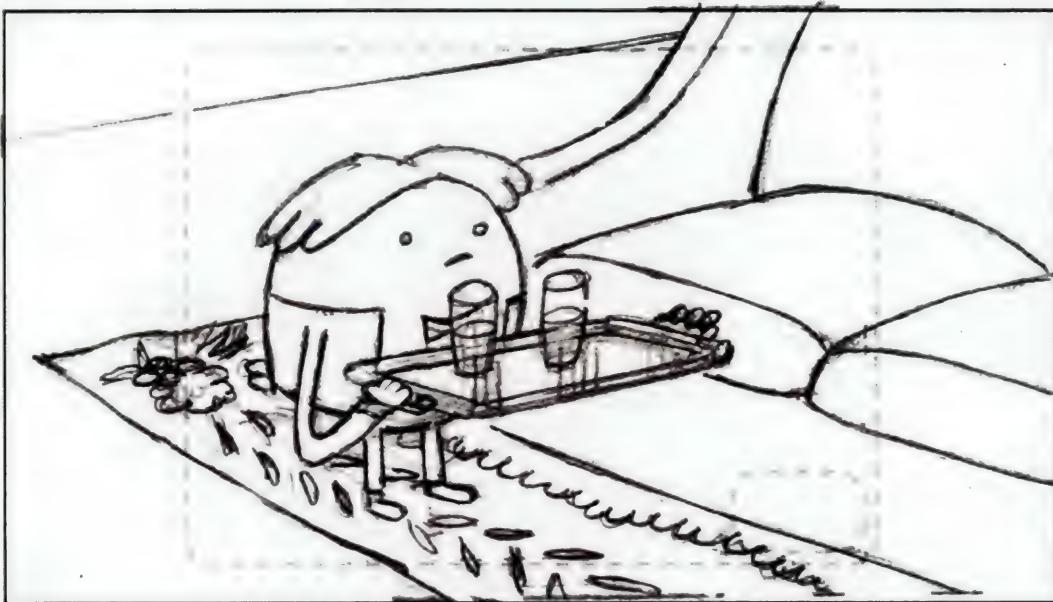
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Page

Sc. 148

Pnl. A

Bg.

day night



Sc. 148 cont

Pnl. B

Bg.

day night



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**Dialog:**

**Action:**

Crunchy holds up a prompter for Mr. Cupcake.  
(The glasses are glued to the tray so they won't fall off.)

JUN 09 2015

**Timing:**

EPISODE #

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Production :

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# ADVENTURE TIME



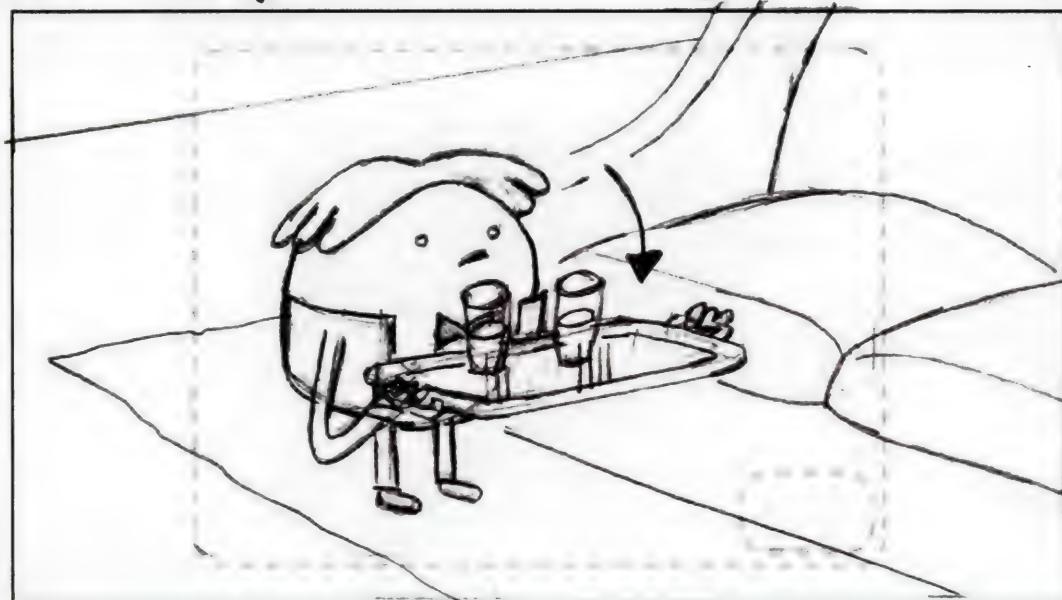
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Page

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Sc. 148 *cont* Pnl. C

Bg.

day night



Sc. 149

Pnl. A

Bg.

day night



Dialog:

...

...

Action:

[Start pose]

JUN 09 2011

Timing:

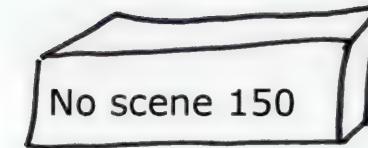
Production :

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Sc. 149 *cont* Pnl. B

Bg.

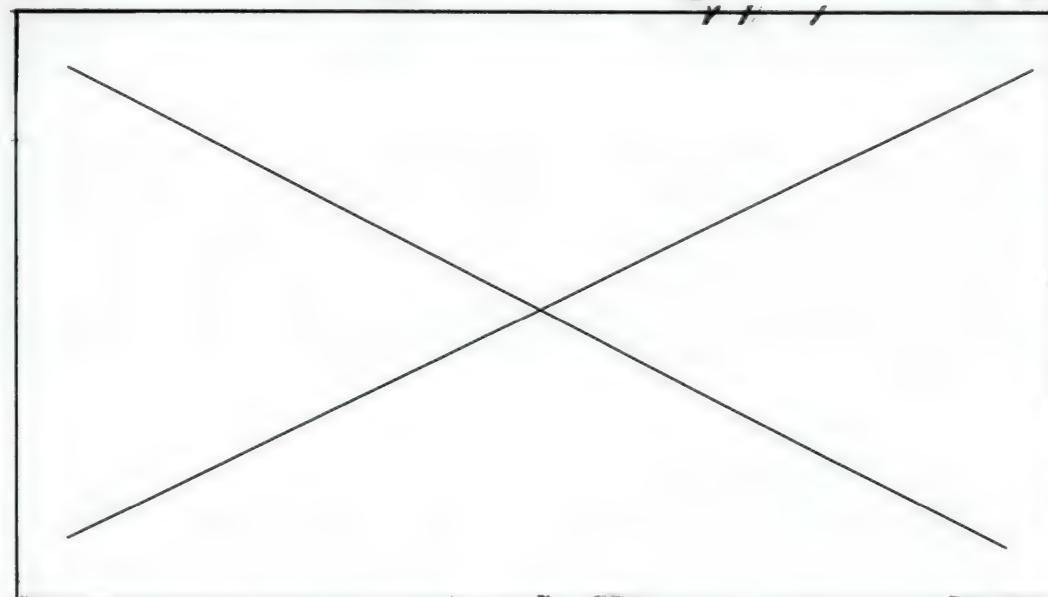
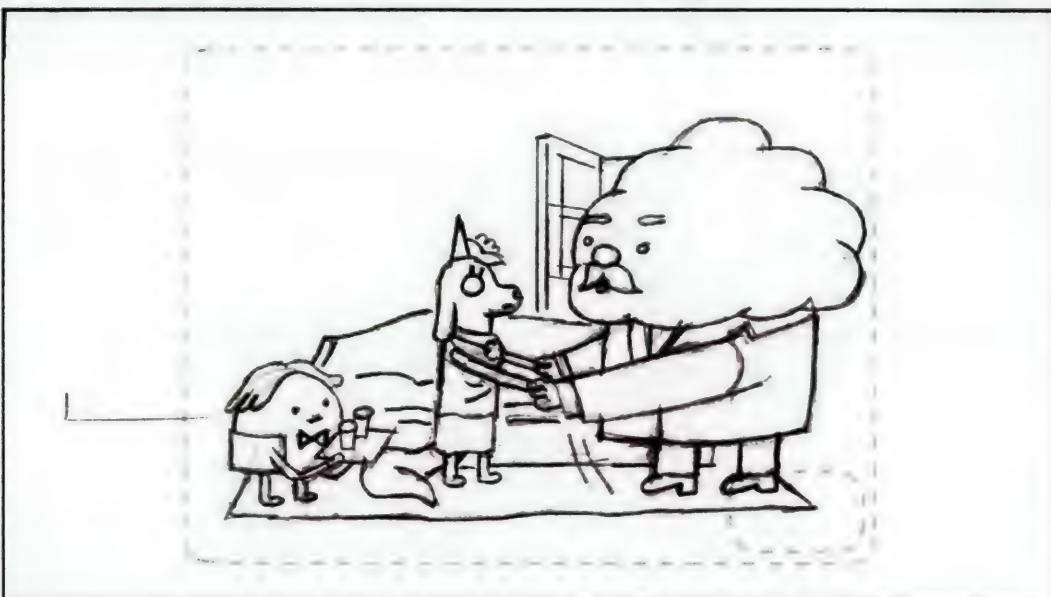
day night

Sc.

Pnl.

Bg.

day night



**Dialog:**

Mr. C: ... Miranda Hobson.

**Action:**

Mr. Cupcake takes Viola's hands in his hands.

JUN 09 2015

**Timing:**

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# ADVENTURE TIME



Page 301

Sc.

Pnl.

Bg.

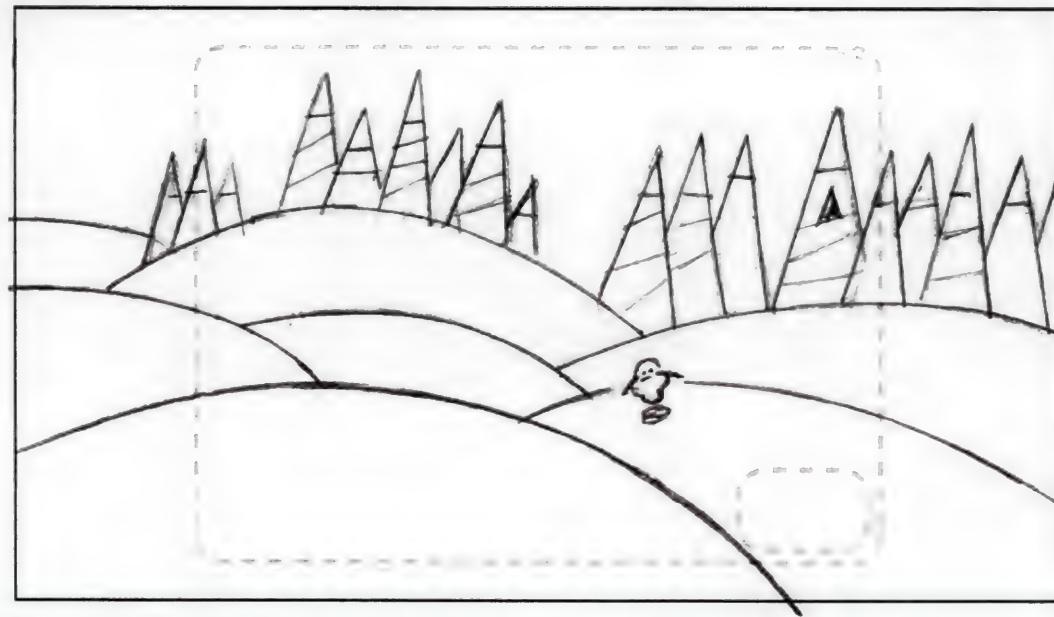
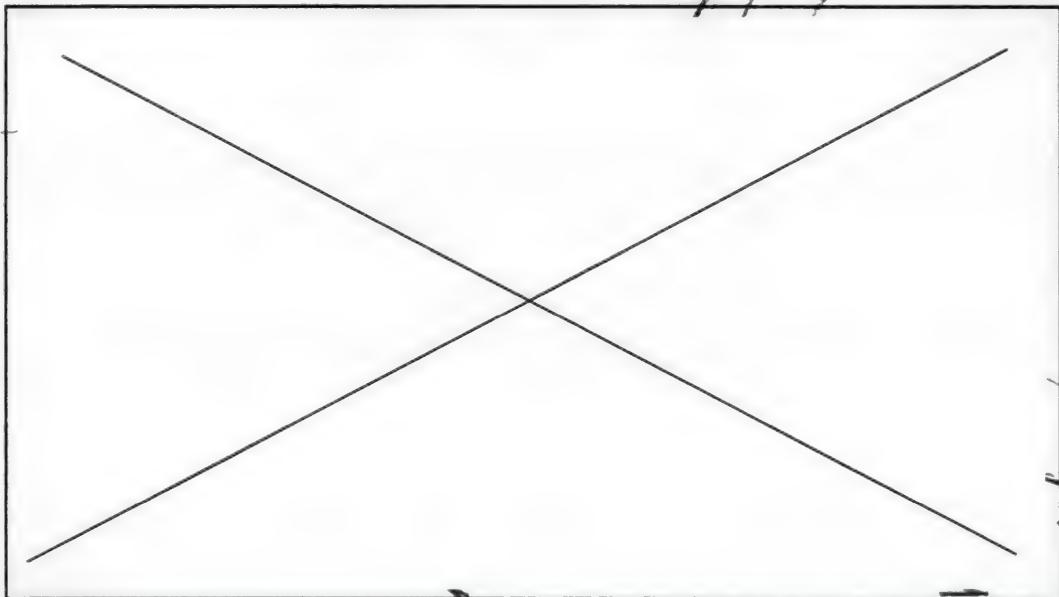
day night

Sc. 151

Pnl. A

Bg.

day night



Dialog:

LSP: <grumbling>

Action:

LSP speeds over the frozen hills near the ice castle.

JUN 09 2015

Timing:

Production :

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Sc. 151 *cont* Pnl. B

Bg.

day night

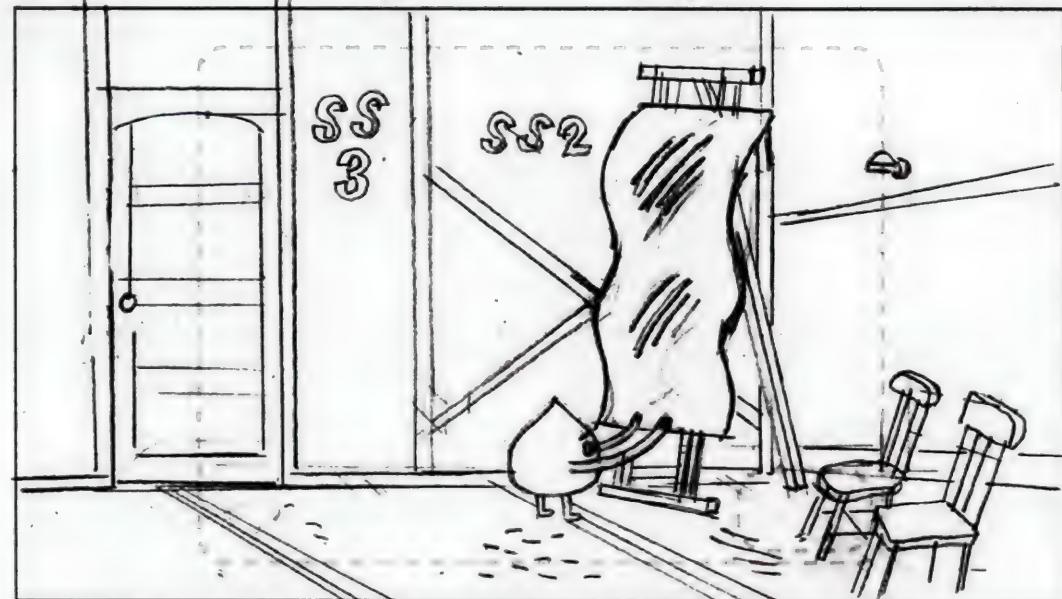


Sc. 152

Pnl. A

Bg.

day night



**Dialog:** LSP: Grrr ...

**SFX:** Boom-mm-mm. [Thunder]

**Action:**

[‘A’ pose]

— A new special effects person makes the thunder sound effects.

JUN 09 2015

**Timing:**

Production :

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# ADVENTURE TIME



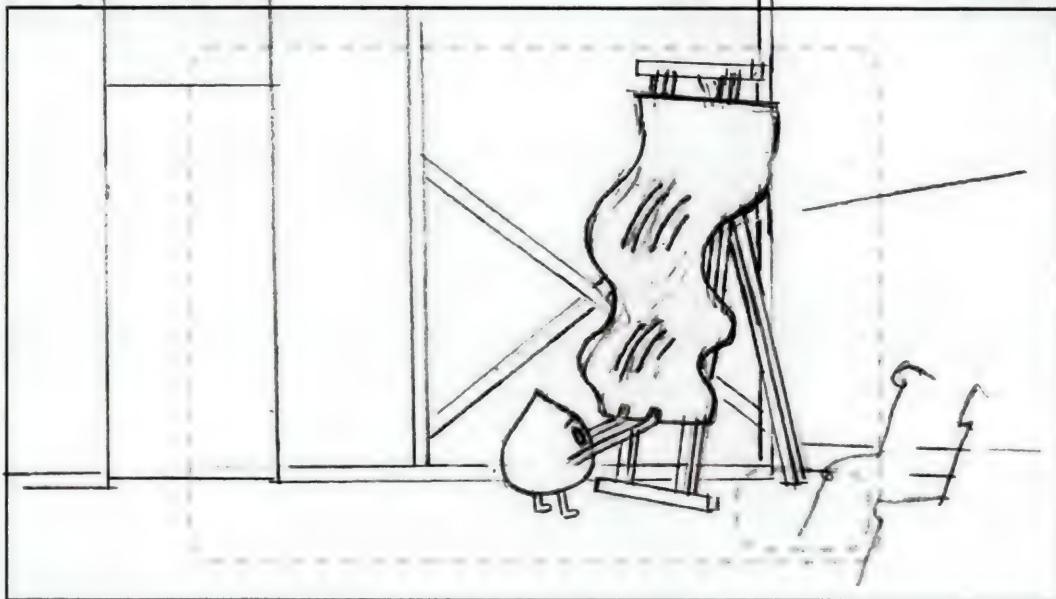
Page 303

Sc. 152 *cont*

Pnl. B

Bg.

day night

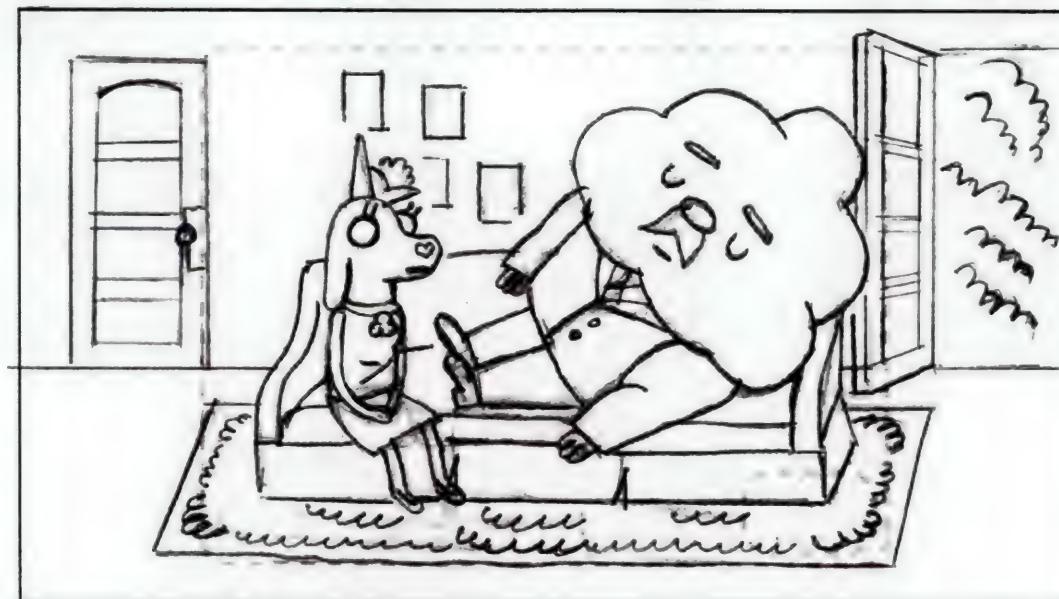


Sc. 153

Pnl. A

Bg.

day night



**Dialog:**

Viola: I'll let him rest.

**Action:**

[‘B’ pose]

Viola is in the scene where Mr. Cupcake is sleeping.

JUN 09 2011

**Timing:**

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Production :

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# ADVENTURE TIME



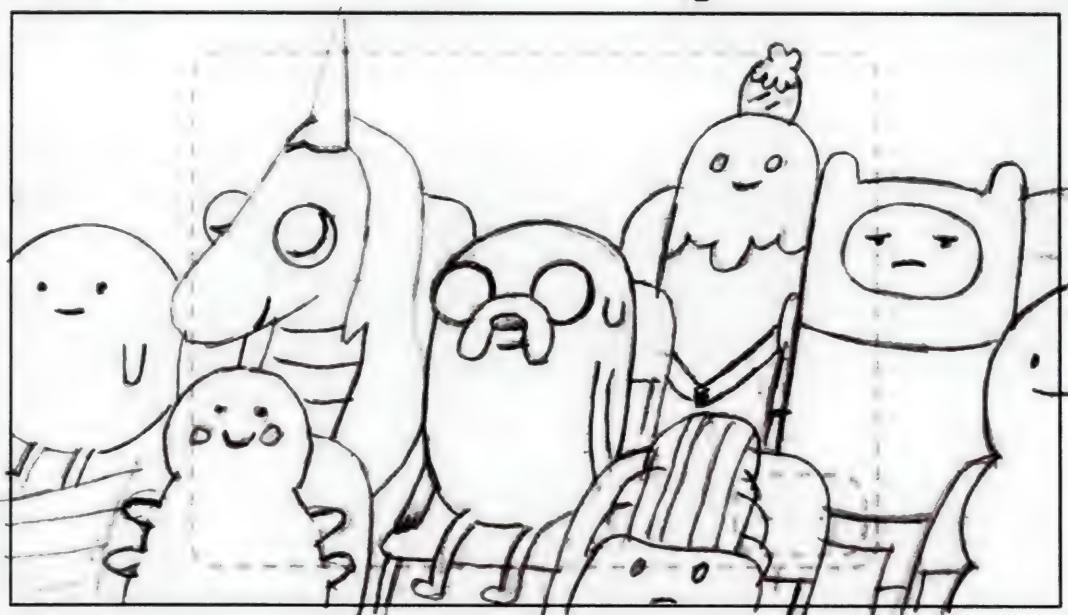
No scenes 155-158

Sc. 154

Pnl. A

Bg.

day night



Sc.

Pnl.

Bg.

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Page  
N O P G ' s 305 - 308  
day night

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Production :

1034 / 223

**Dialog:**

Viola (O/S): - After all,  
THE RAIN CAN'T LAST FOREVER.

JUN 09 2015

**Action:** A shot of Jake and others enjoying the play.  
(Finn is falling asleep.)

**Timing:**

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# ADVENTURE TIME



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**Sc.** **Pnl.** **Bg.** day night

**Sc. 159** **Pnl. A** **Bg.** day night

**Dialog:** LSP: Grrr! ...

**Action:** LSP, now at a full boil, comes though scene.  
KICKING UP DUST.

**Timing:** JUN 09 2015

A1

# ADVENTURE TIME



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Page

Sc. 159 *cont*

Pnl. B

Bg.

day night

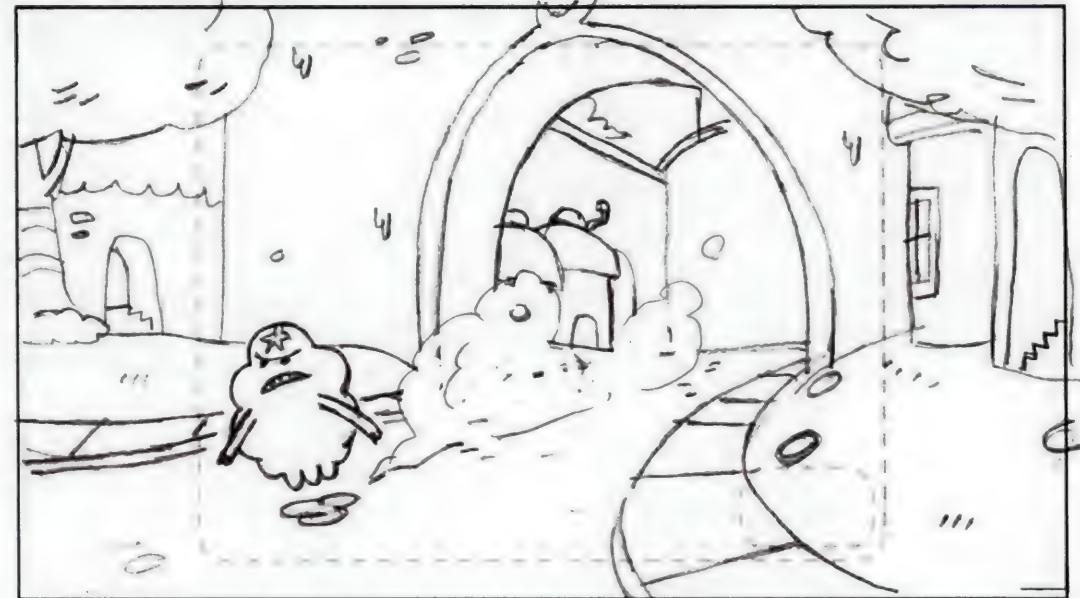


Sc. 159 *cont*

Pnl. C

Bg.

day night



**Dialog:**

LSP: Grrrrr

**Action:**

**Timing:**

JUN 09 2015

Production :

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# ADVENTURE TIME



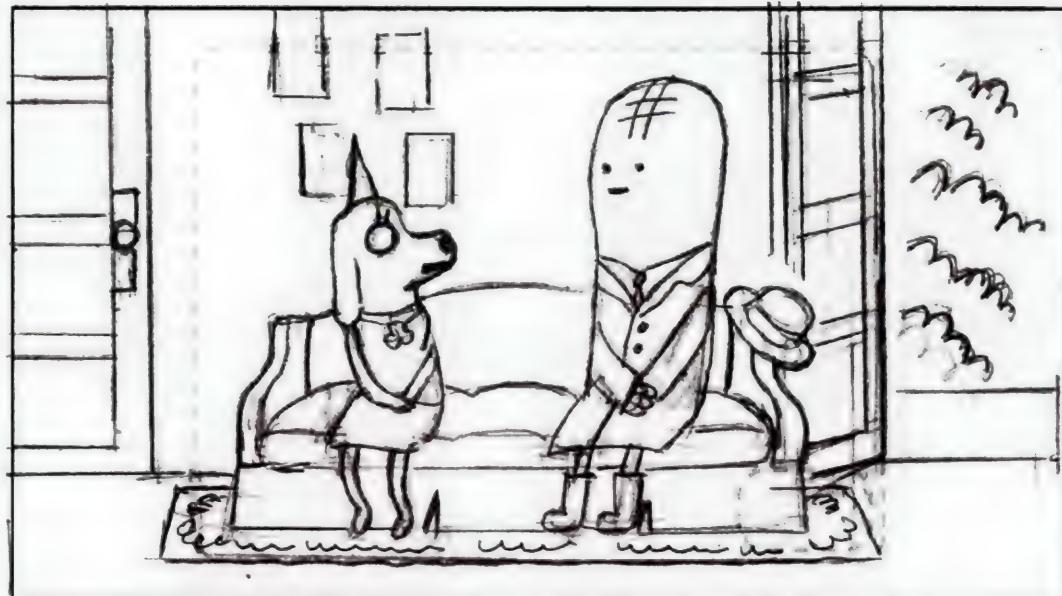
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Page

Sc. 160

Pnl. A

Bg.

day night



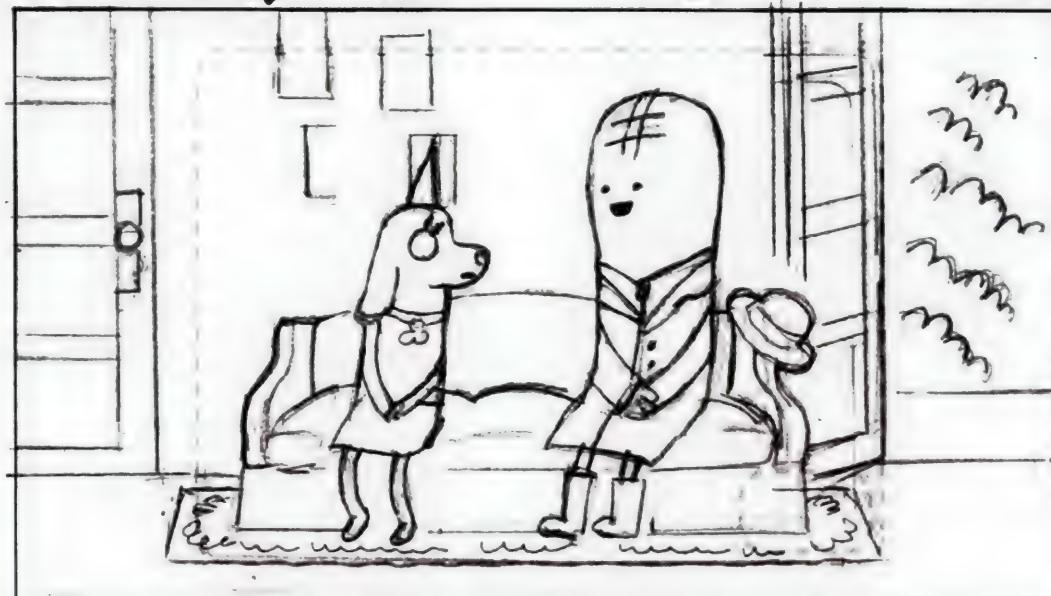
Sc. 160

~~cont~~

Pnl. B

Bg.

day night



**Dialog:**

Viola: How long have we been sitting here on the couch,  
Wilfrid?

CP: Oh, ages and ages ... but not nearly

**Action:**

On Viola and CP, giving full attention to each other,  
although they are reserved.

**Timing:**

JUN 09 2015

Production :

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Page

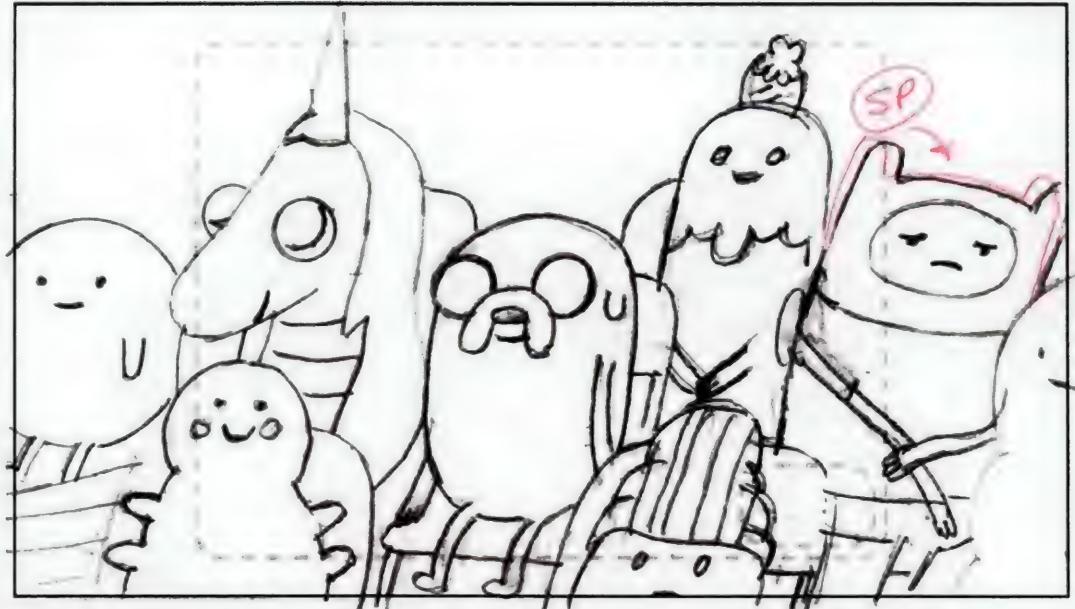
1034/223

Sc. 161

Pnl. A

Bg.

day night



Sc. 162

Pnl. A

Bg.

day night



**Dialog:**

CP (O/S): ... long enough!

LSP: Grr!

**Action:**

- Another shot of Jake, enjoying the play.
- FINN NODDING OFF.

LSP finally gets to the playhouse.

JUN 09 2015

**Timing:**

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# ADVENTURE TIME



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Sc. 162 cont Pnl. B Bg. day night



Sc. 162 cont Pnl. C Bg. day night



Dialog:

LSP: Grrrrrrrrrawr!

Action: A slight pause before storming through the doors.

JUN 09 2015

Timing:

Production :

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# ADVENTURE TIME



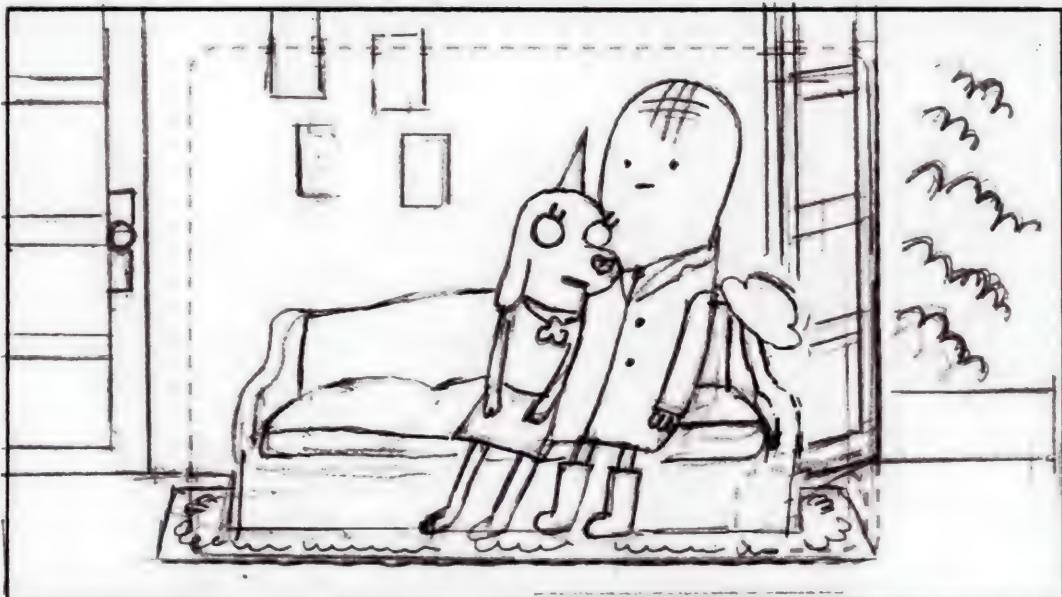
Page 314

Sc. 163

Pnl. A

Bg.

day night

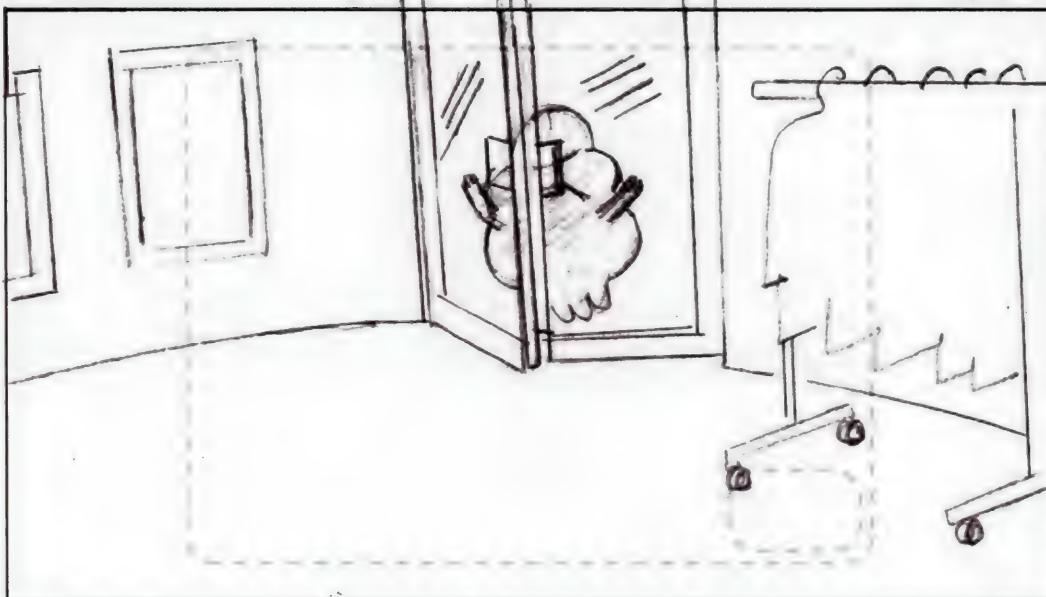


Sc. 164

Pnl. A

Bg.

day night



**Dialog:** Viola: Oh, Wilfrid. As summer showers give way to autumn showers,

. . . Viola(os): one looks

SFX: \* CHKK \*

**Action:** Viola now closer to CP on the couch.

{Start pose}

JUN 09 2015

**Timing:**

EPISODE # 1034-223

Production :

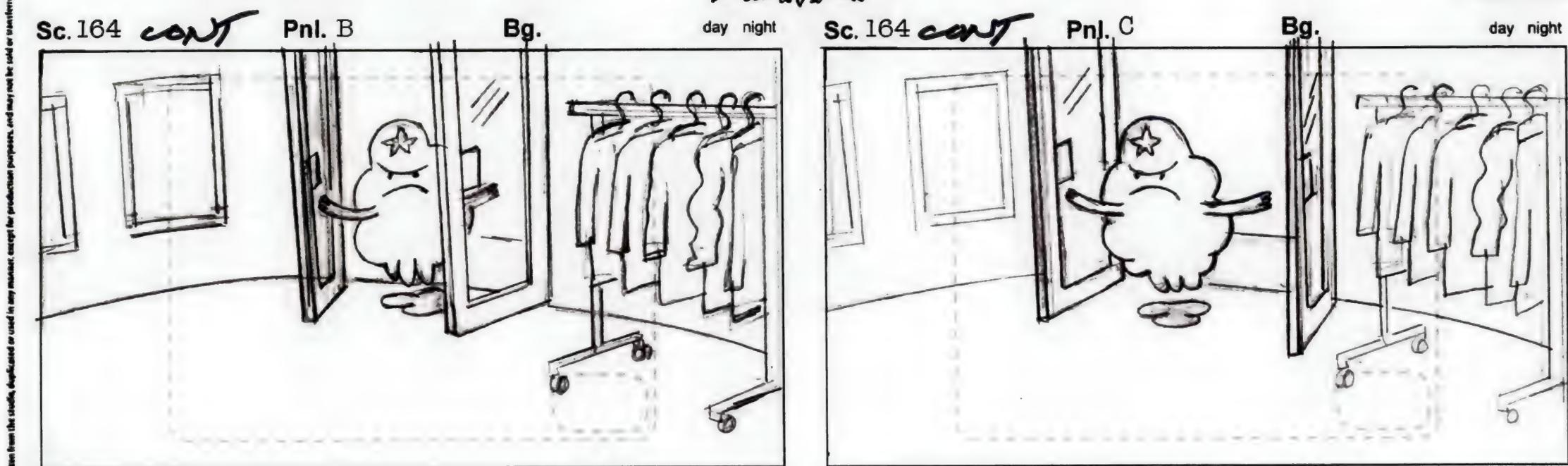
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Page \_\_\_\_\_

1034/223



**Dialog:**

Viola (O/S): --- for ---

Viola (O/S): --- a little brightness ---

**Action:** Viola storms through the lobby. The play can be heard in progress.

JUN 09 2015

**Timing:**

Production :

1034-223

1034/223

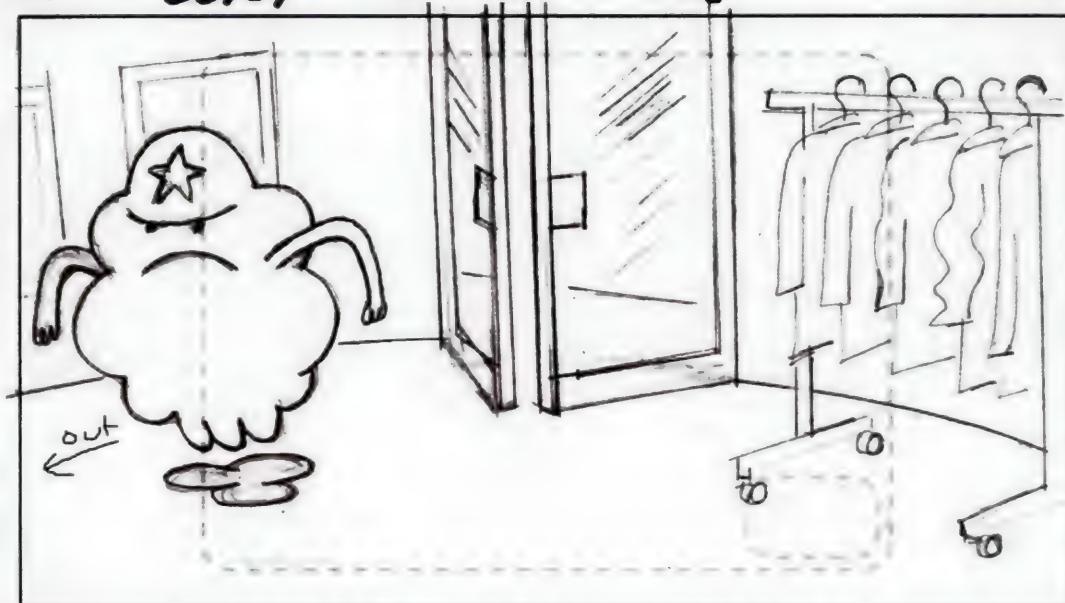
## ADVENTURE TIME

316  
Page \_\_\_\_\_Sc. 164 *cont*

Pnl. D

Bg.

day night

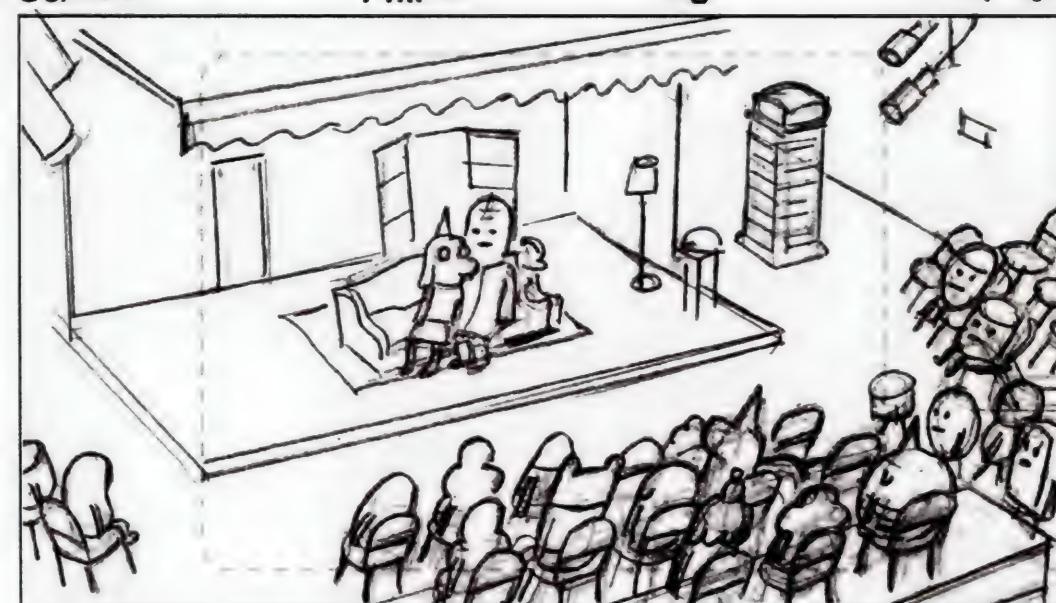


Sc. 165

Pnl. A

Bg.

day night

**Dialog:**

Viola: --- to warm the days.

I thought that Nigel Cramforth

**Action:**

JUN 09 2015

**Timing:**

Production :

1034-223

EPISODE #

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# ADVENTURE TIME



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Page

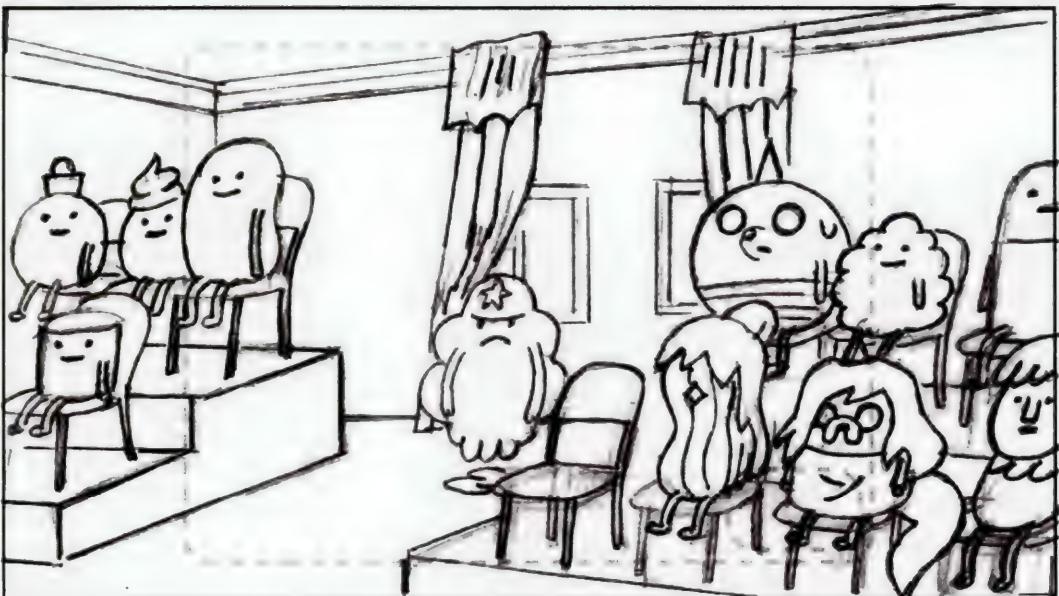
1034/223

Sc. 166

Pnl. A

Bg.

day night



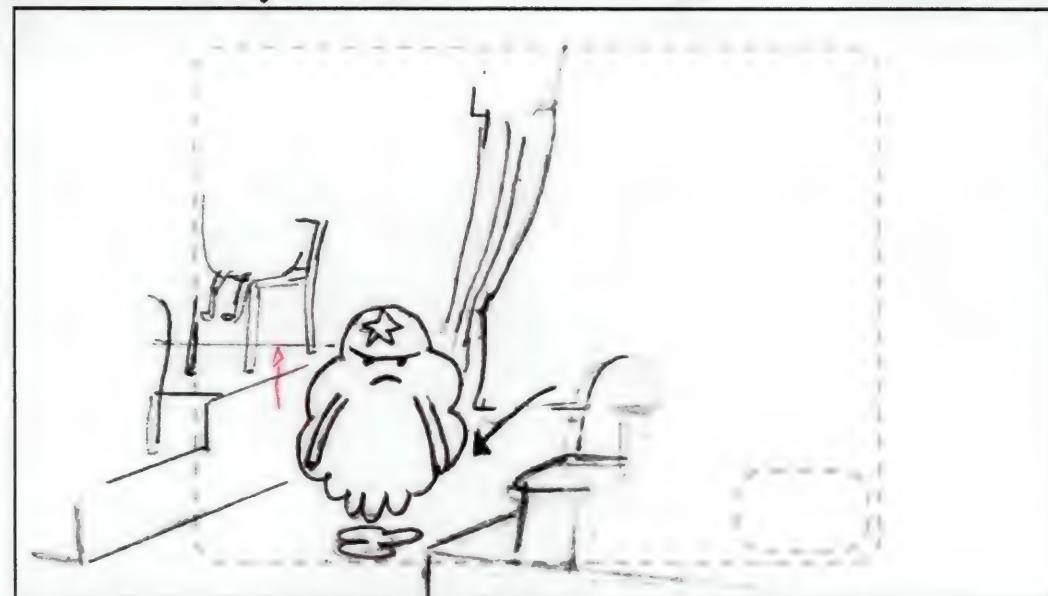
Sc. 166

~~cant~~

Pnl. B

Bg.

day night



Dialog:

Viola: --- had that brightness

Viola: But now i see that

Action:

start pose.

LSP comes down the aisle. She pauses.

JUN 09 2015

Timing:

Production :

1034-223

EPISODE #

1034/223

# ADVENTURE TIME



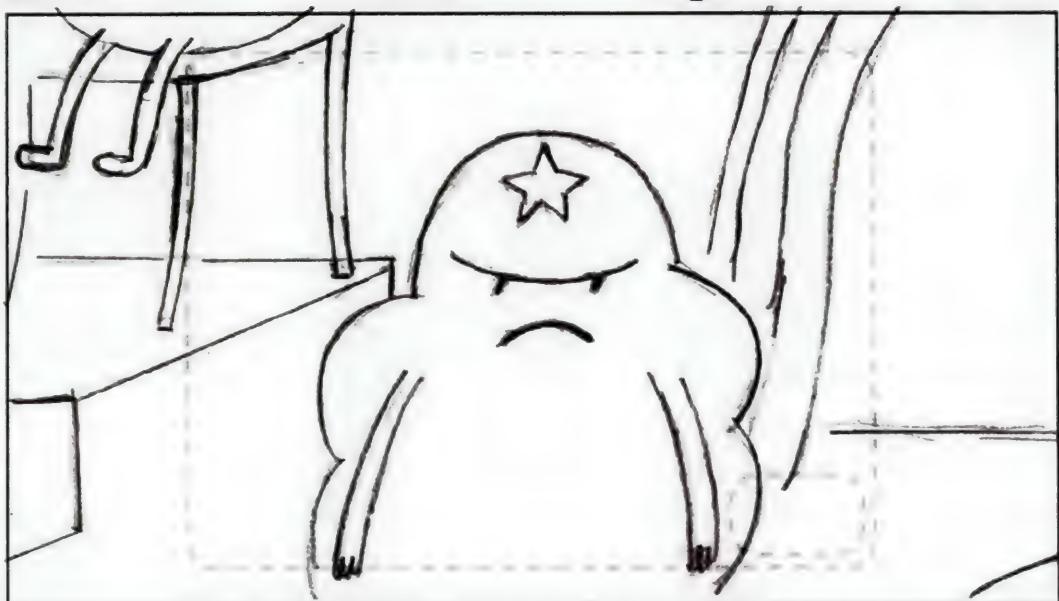
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Sc. 167

Pnl. A

Bg.

day night



Sc. 167 ~~cont~~

Pnl. B

Bg.

day night



1034-223

EPISODE #

1034 / 223

1034 / 223

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**Dialog:**

Viola (O/S): doesn't matter

**Action:**

Close on LSP.

LSP changes expression, as Viola's speech continues.

JUN 09 2015

**Timing:**

Production :

1034 / 223

# ADVENTURE TIME



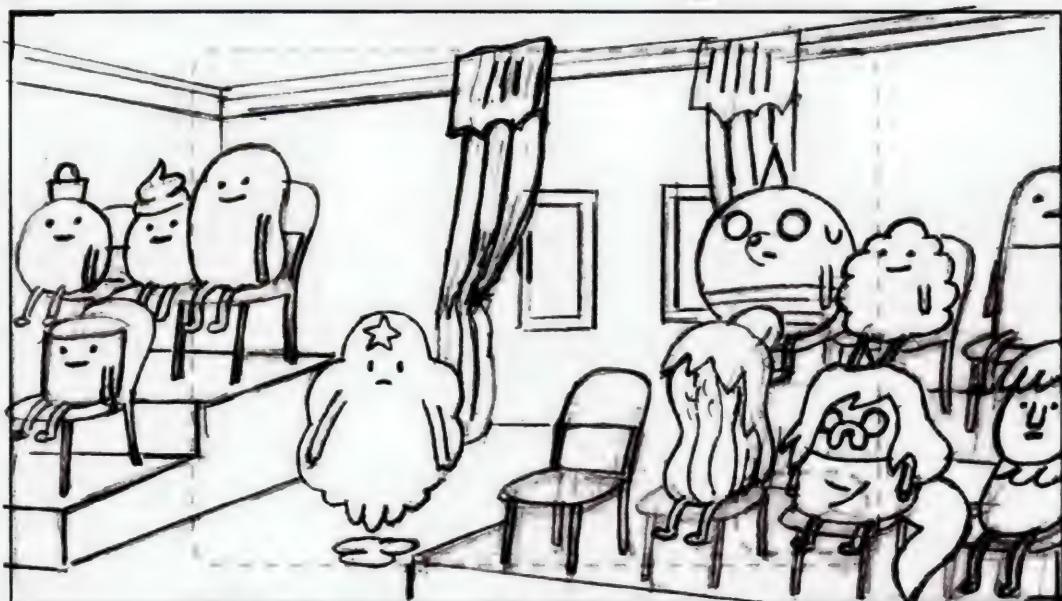
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Page \_\_\_\_\_

Sc. 168

Pnl. A

Bg.

day night



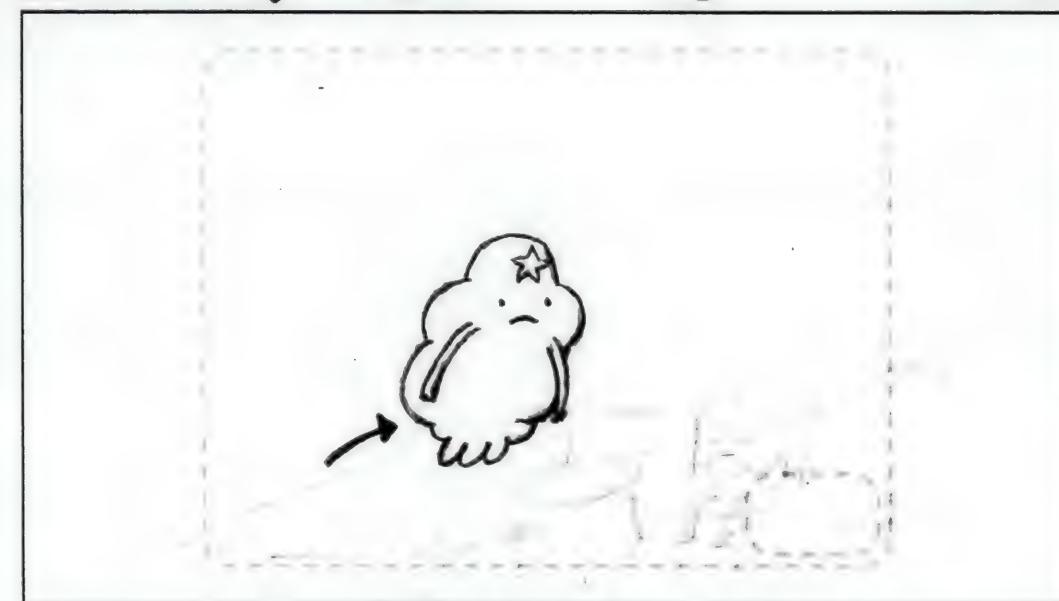
Sc. 168

*cont*

Pnl. B

Bg.

day night



Dialog:

Viola (O/S): For you have a

Viola (O/S): different kind

Action:

LSP quietly takes a seat . . .

JUN 09 2015

Timing:

Production :

1034/223

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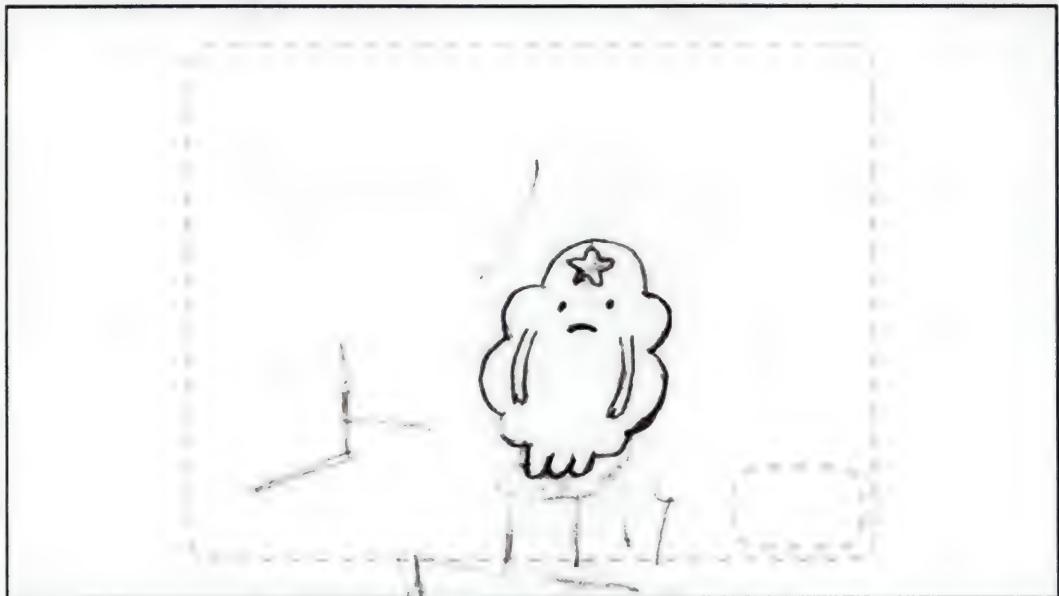
# ADVENTURE TIME



Sc. 168 *cont* Pnl. C

Bg.

day night

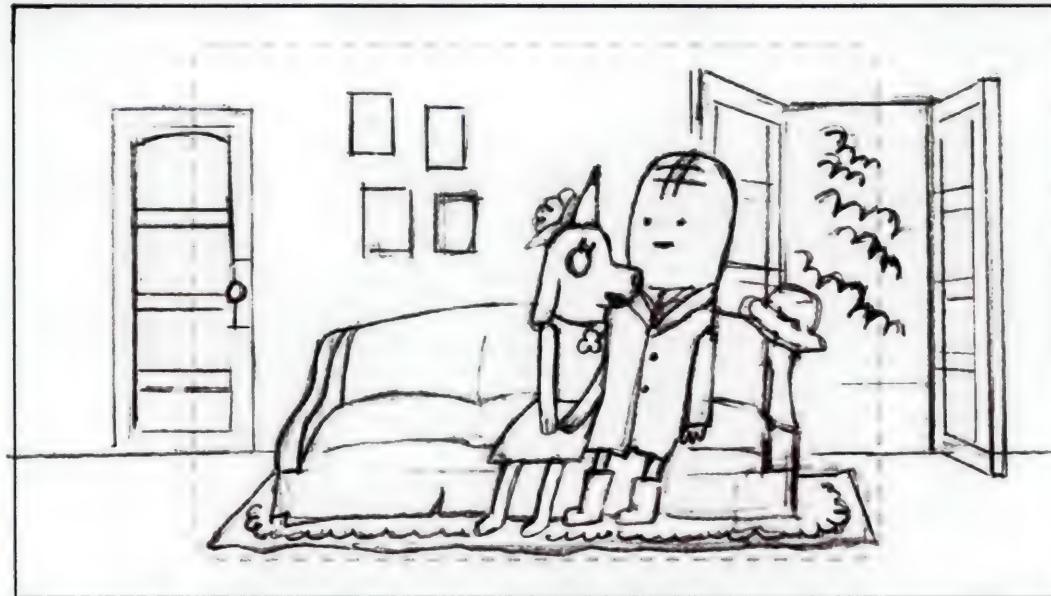


Sc. 169

Pnl. A

Bg.

day night



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1034-223

EPISODE #

Production :

Dialog: Viola (O/S): of brightness

Viola: A Kindness

Action: ... and watches the play -- an attentive look on her face.

cont. Viola's speech.

JUN 09 2015

Timing:

1034/223

1034/223

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# ADVENTURE TIME



Page 321

Sc. 169 *cont* Pnl. B

Bg.

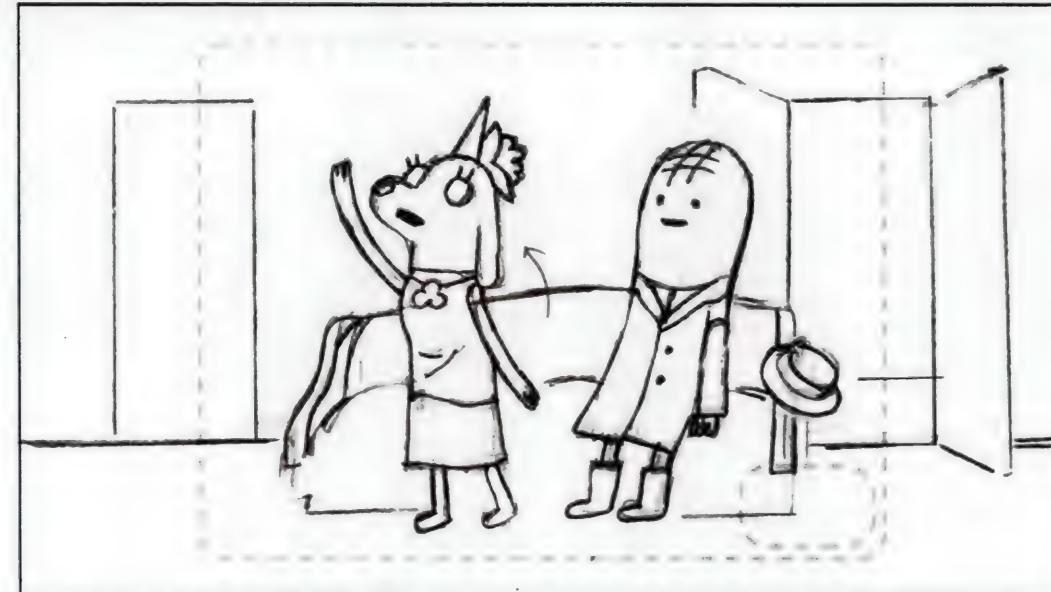
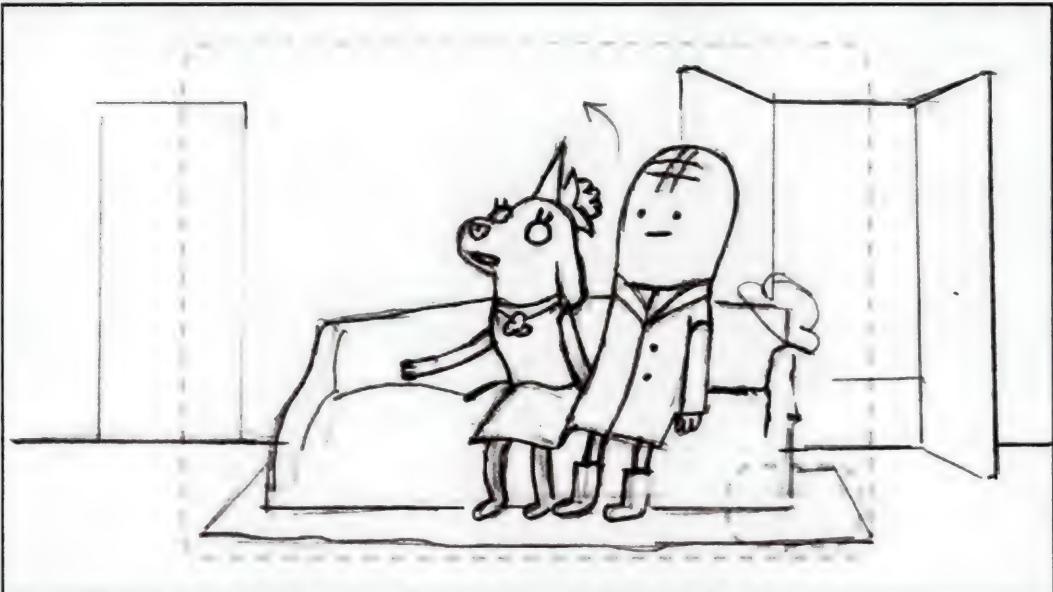
day night

Sc. 169 *cont*

Pnl. C

Bg.

day night



Dialog:

Viola: that will always make the cold ham

Action:

- VIOLA RISES TO HER FEET.

JUN 09 2015

Timing:

Production :

EPISODE # 1034-223

1034/223

1034/223

# ADVENTURE TIME



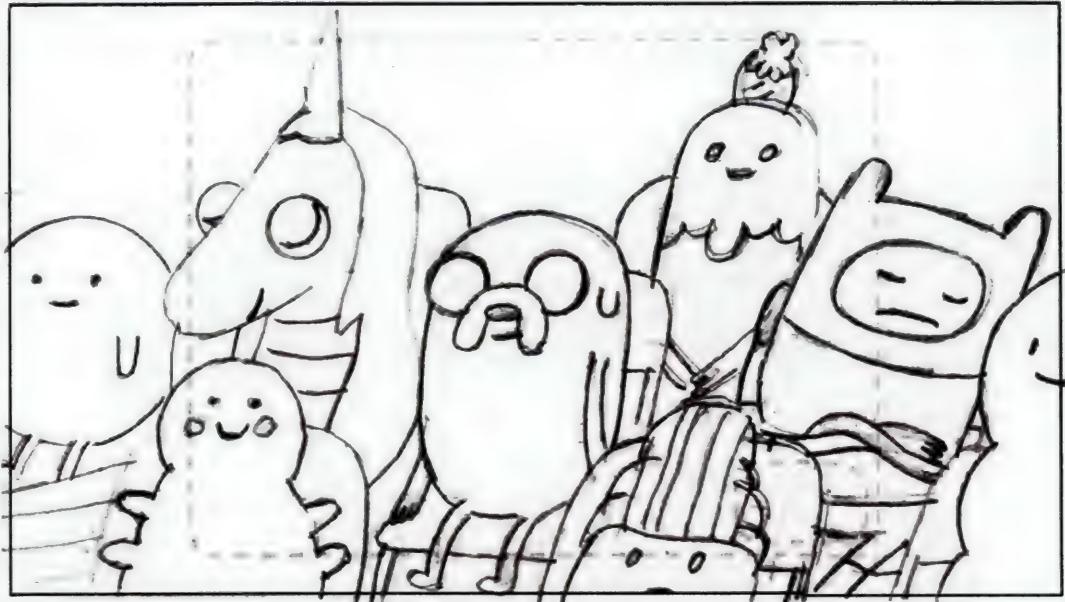
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Sc. 170

Pnl. A

Bg.

day night

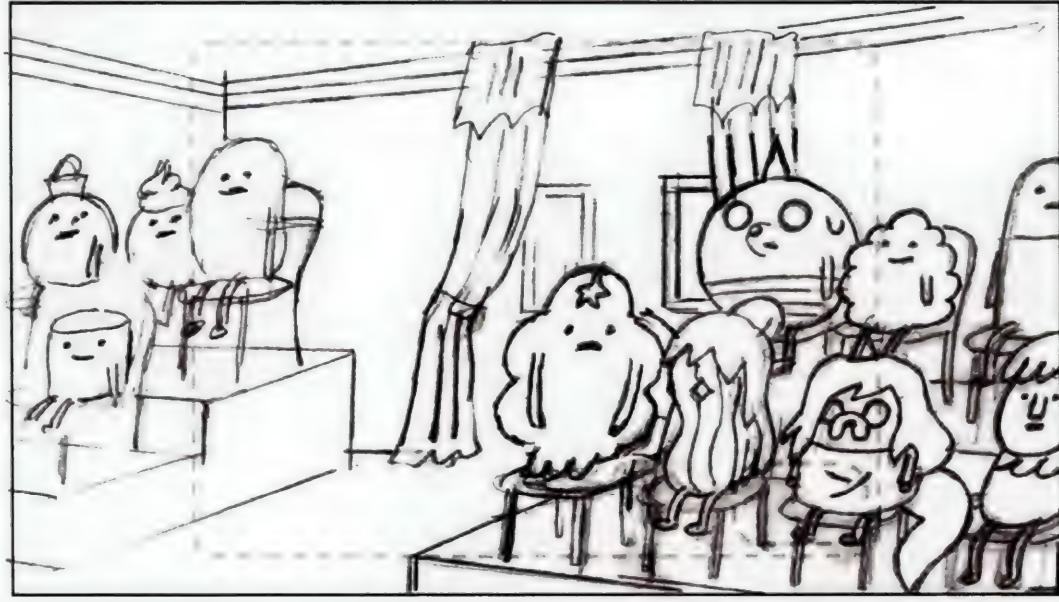


Sc. 171

Pnl. A

Bg.

day night



1034/223

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**Dialog:** Viola (O/S): and bitter rain of England ---

Viola (O/S): --- seem like hot tea,

**Action:**  
~ Another shot of Jake. Finn is now totally asleep.

Another shot of LSP -- looking serious, but not angry.

JUN 09 2015

**Timing:**

EPISODE # 1034-223

Production :

1034/223

1034/223

# ADVENTURE TIME



Page 323

Sc. 171 *cont*

Pnl. B

Bg.

day night

Sc. 171 *cont*

Pnl. C

Bg.

day night



**Dialog:**

Start

Viola (O/S): --- and warm biscuits,

**Action:**

Truck in on LSP.

JUN 09 2015

**Timing:**

Production :

EPISODE # **1034-223**

**1034/223**

# ADVENTURE TIME



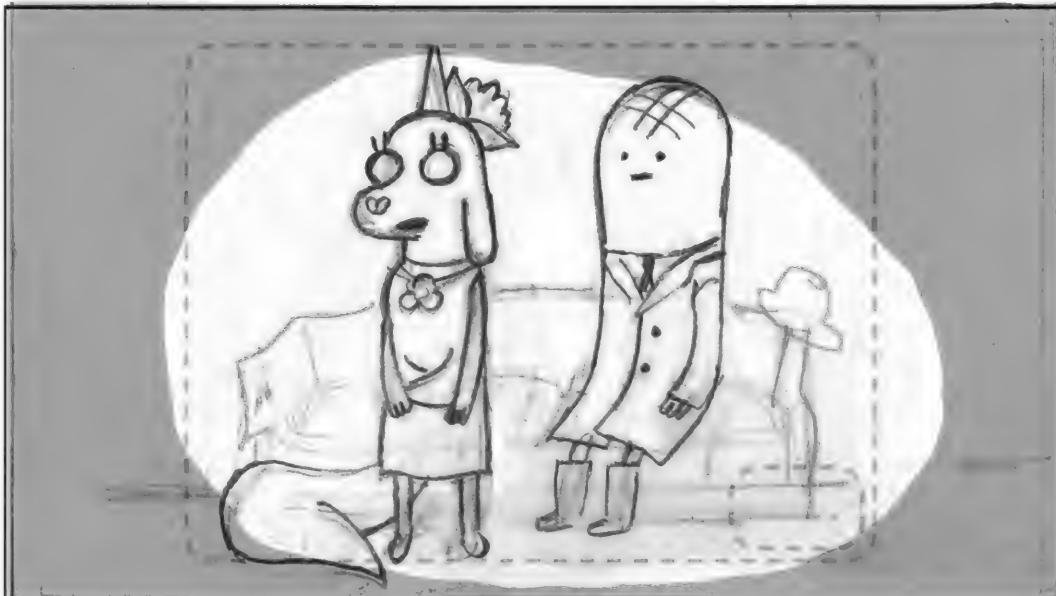
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Page \_\_\_\_\_

Sc. 172

Pnl. A

Bg.

day night

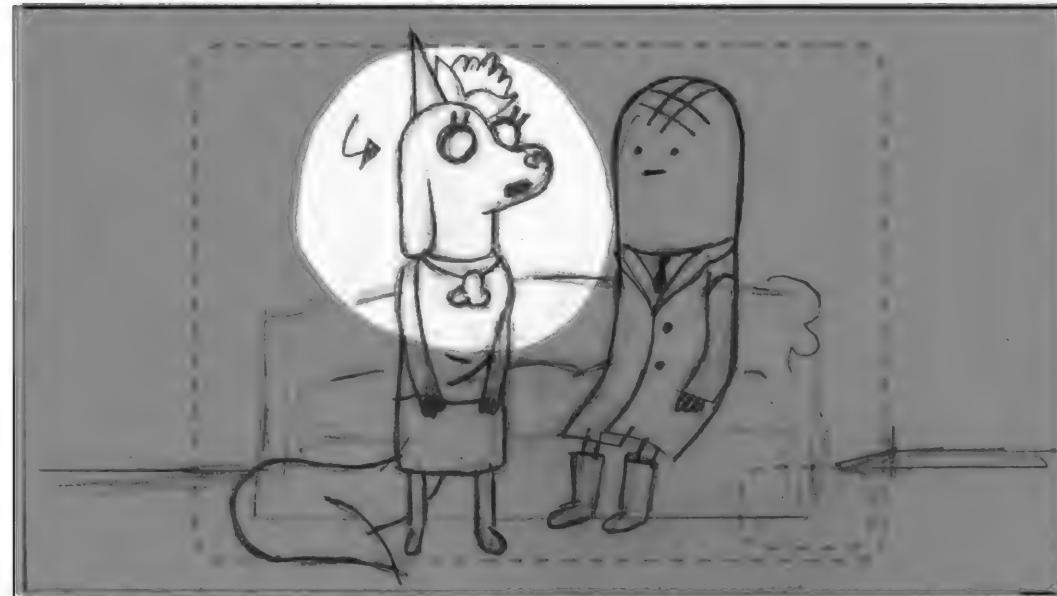


Sc. 172 *CONT*

Pnl. B

Bg.

day night



**Dialog:**

Viola: --- and sweet strawberry jam ...

Viola: ... and summer showers.

**Action:**

A spotlight focuses on Viola as she finishes her speech.

(The last line of the play.)

JUN 09 2015

**Timing:**

Production :

1034-223

EPISODE #

1034/223

# ADVENTURE TIME



Page 325

Sc. 172 cont

Pnl. C

Bg.

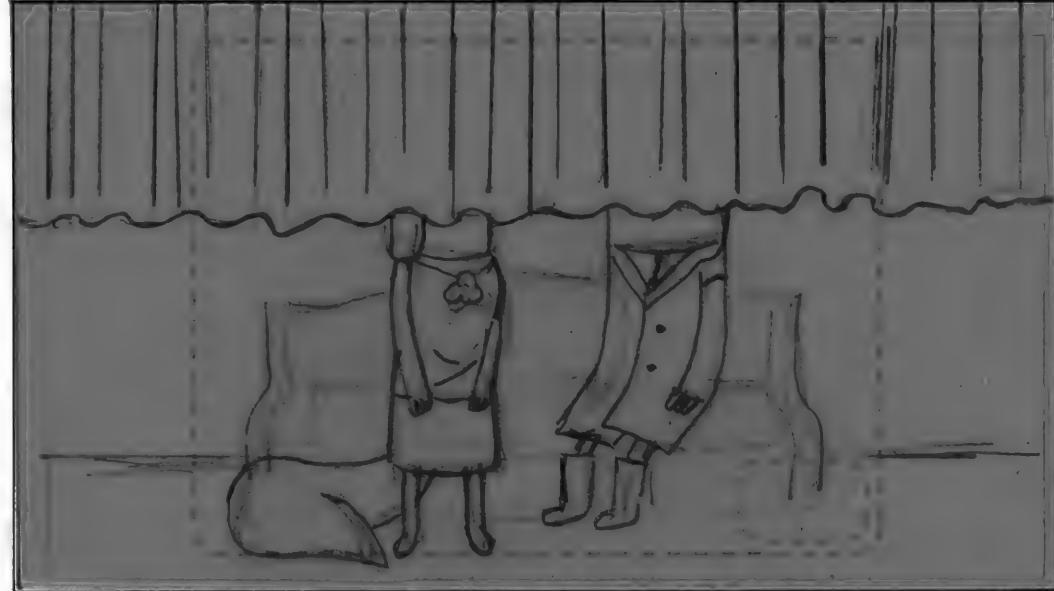
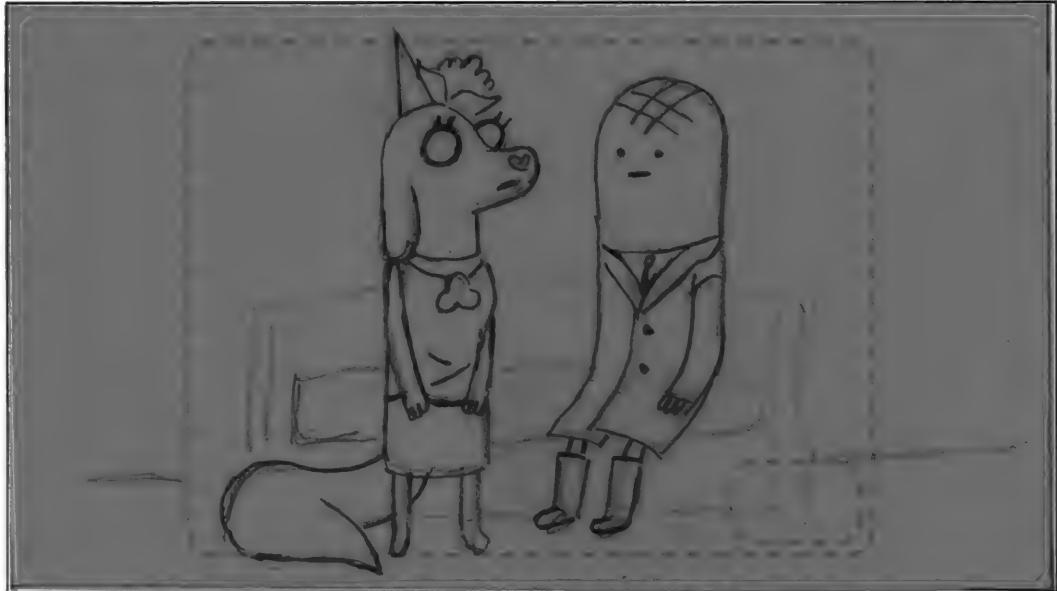
day night

Sc. 172

cont Pnl. D

Bg.

day night



Dialog:

Action:

Dramatically the lights go out at the end of the play,  
as the curtain comes down.

JUN 09 2015

Timing:

Production :

1034/223

EPISODE # 1034-223

1034/223

1034/223

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# ADVENTURE TIME



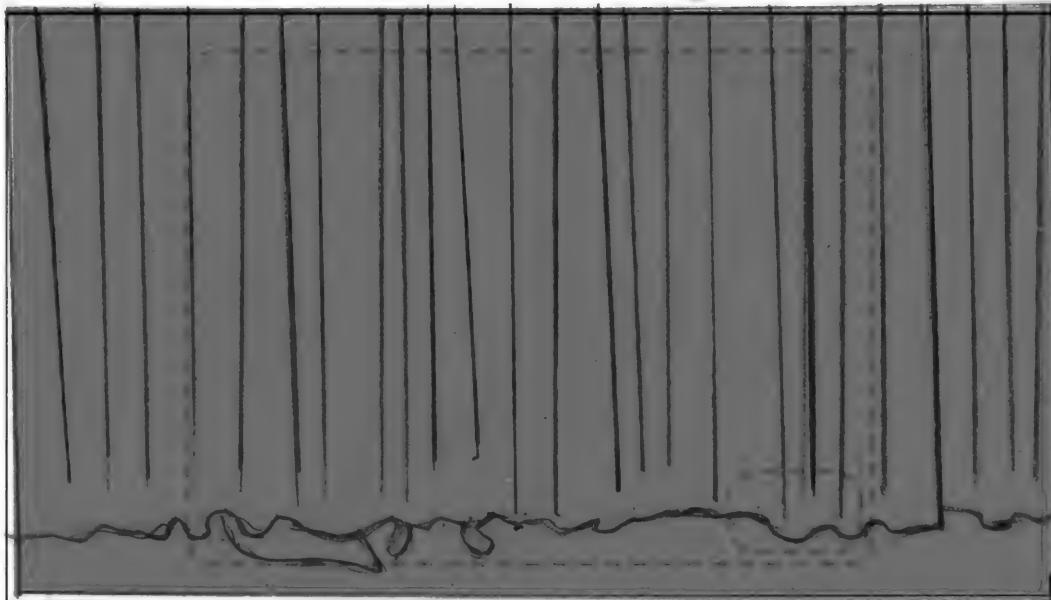
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Sc. 172 cont

Pnl. E

Bg.

day night

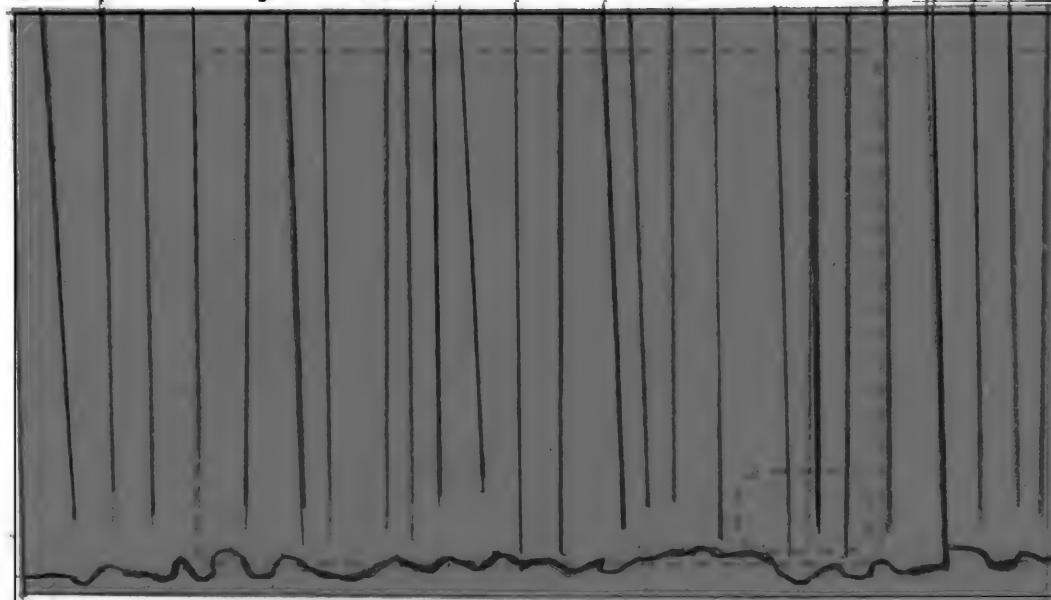


Sc. 172 cont

Pnl. F

Bg.

day night



**Dialog:**

Audience (O/S): clap clap

Audience (O/S): clap clap clap

**Action:**

JUN 09 2015

**Timing:**

Production :

1034-223

EPISODE #

1034/223

# ADVENTURE TIME



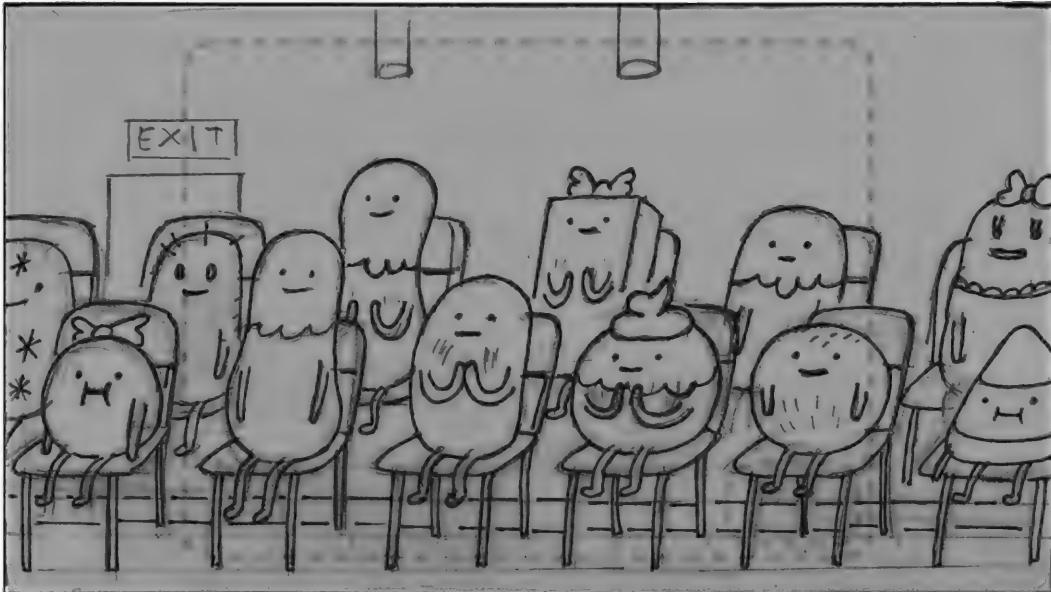
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Sc. 173

Pnl. A

Bg.

day night

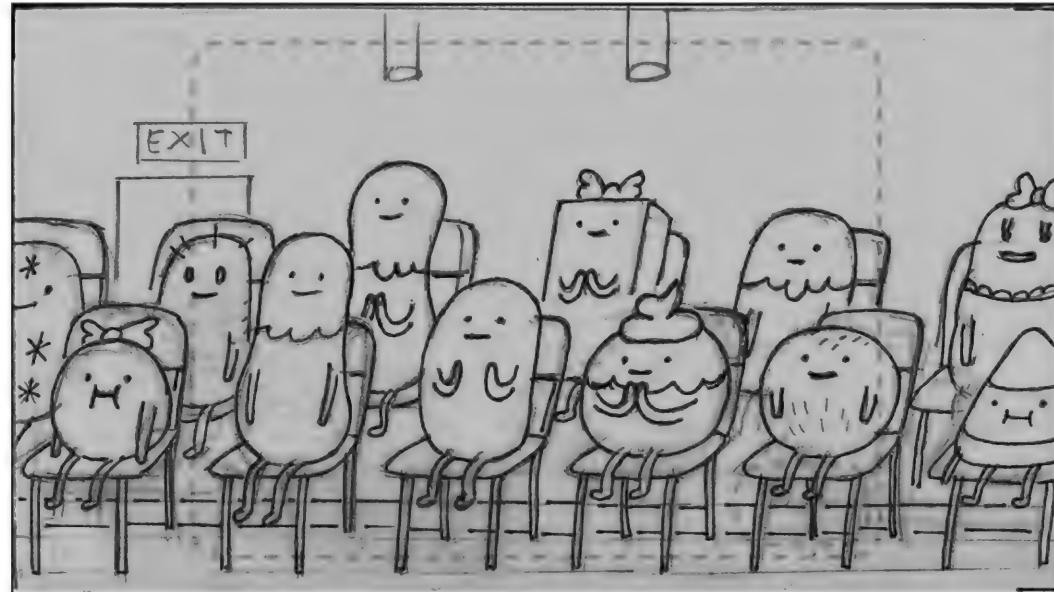


Sc. 173 *cont*

Pnl. B

Bg.

day night



**Dialog:**

Audience: clap clap

Audience: clap clap clap

**Action:**

A shot of part of the audience. Some are applauding,  
politely.

(The lights quickly start to come back up.)

JUN 09 2015

**Timing:**

Production :

1034-223

1034 / 223

1034 / 223

## ADVENTURE TIME

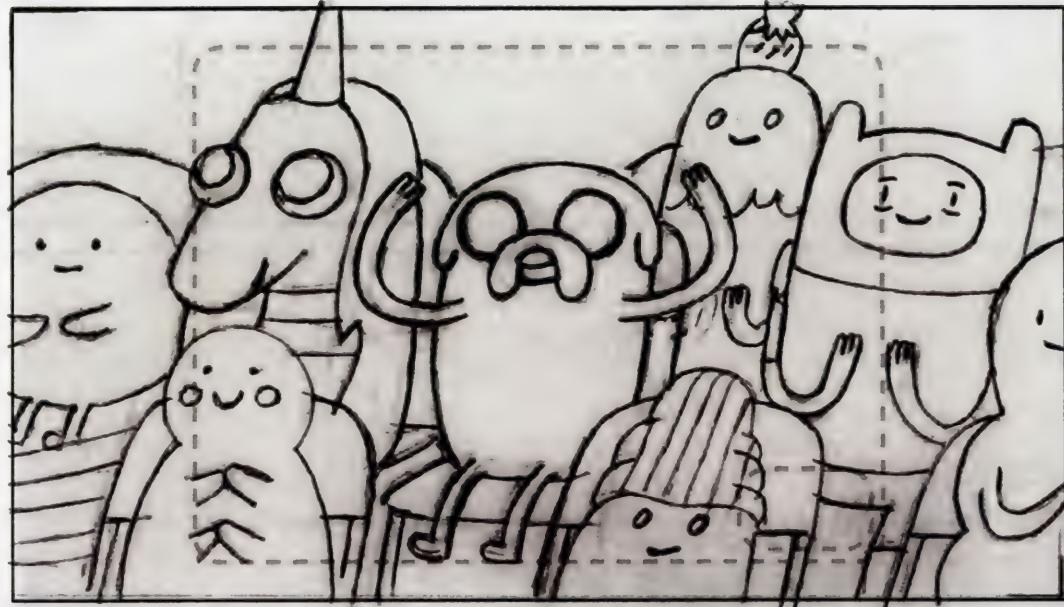
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Page \_\_\_\_\_

Sc. 174

Pnl. A

Bg.

day night



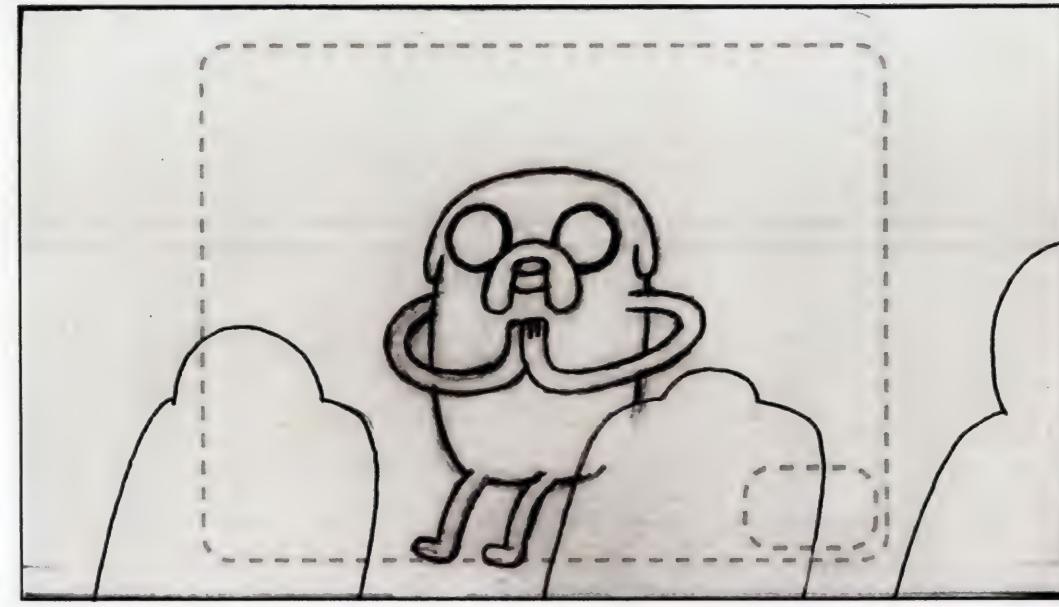
Sc. 174

cont

Pnl. B

Bg.

day night



## Dialog:

Jake: Whoo!!!

CLAP CLAP CLAP CLAP CLAP ...

Jake: Viola!

CLAP CLAP CLAP CLAP CLAP ...

## Action:

Jake applauds enthusiastically.

(A) A/B cycle

(B)

JUN 09 2015

## Timing:

1034-223

EPISODE #

Production :

1034/223

# ADVENTURE TIME



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Page \_\_\_\_\_

Sc. 174 *cont*

Pnl. C

Bg.

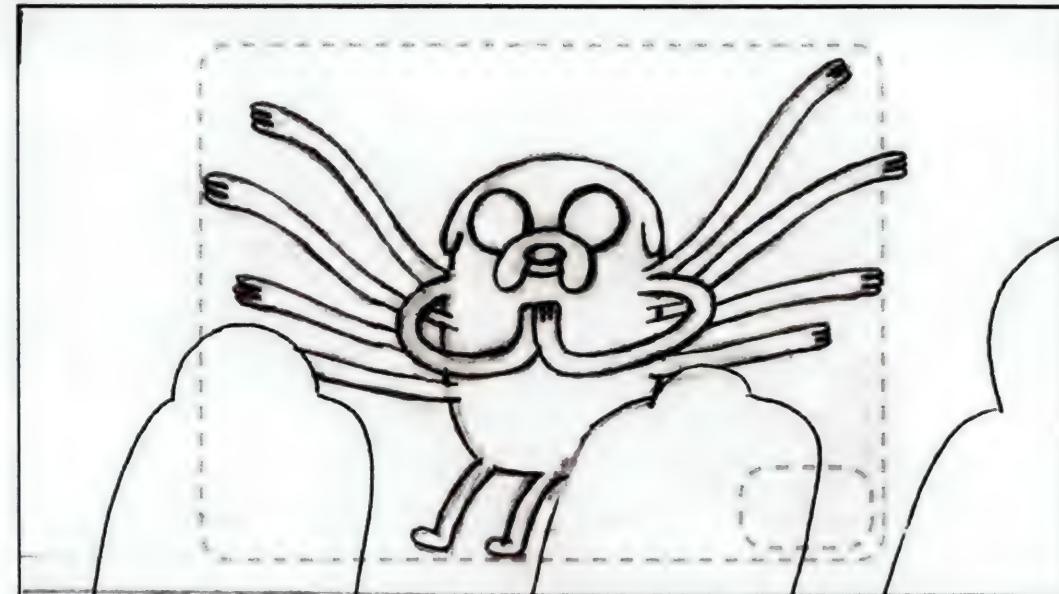
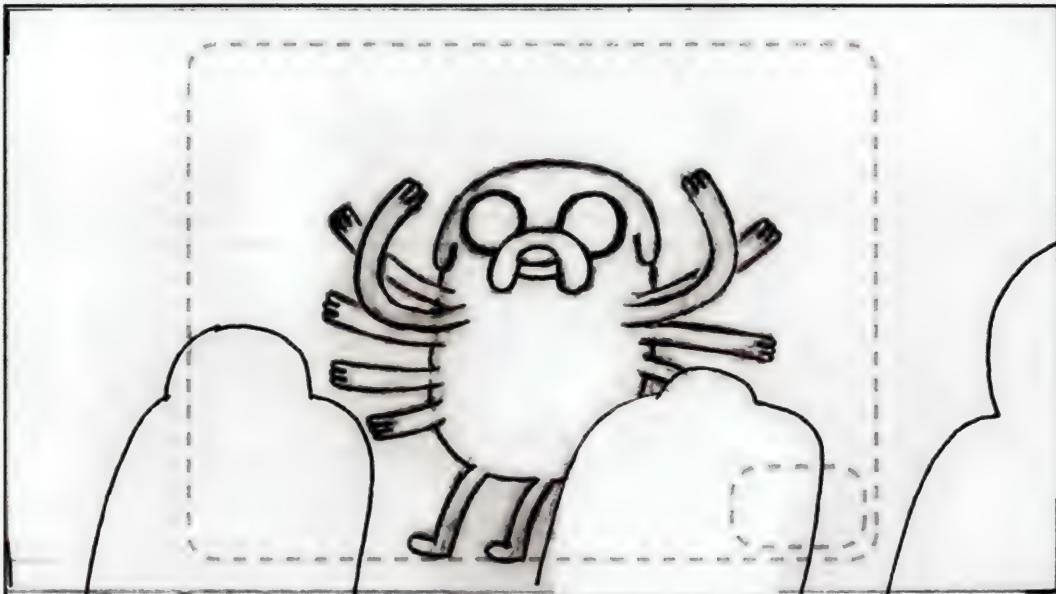
day night

Sc. 174 *cont*

Pnl. D

Bg.

day night



**Dialog:**

Jake: CLAP CLAP CLAP CLAP CLAP ...

Jake: That's my

CLAP CLAP CLAP CLAP CLAP ...

**Action:**

Jake gives himself multiple arms ...

JUN 09 2015

**Timing:**

Production :

1034/223

# ADVENTURE TIME



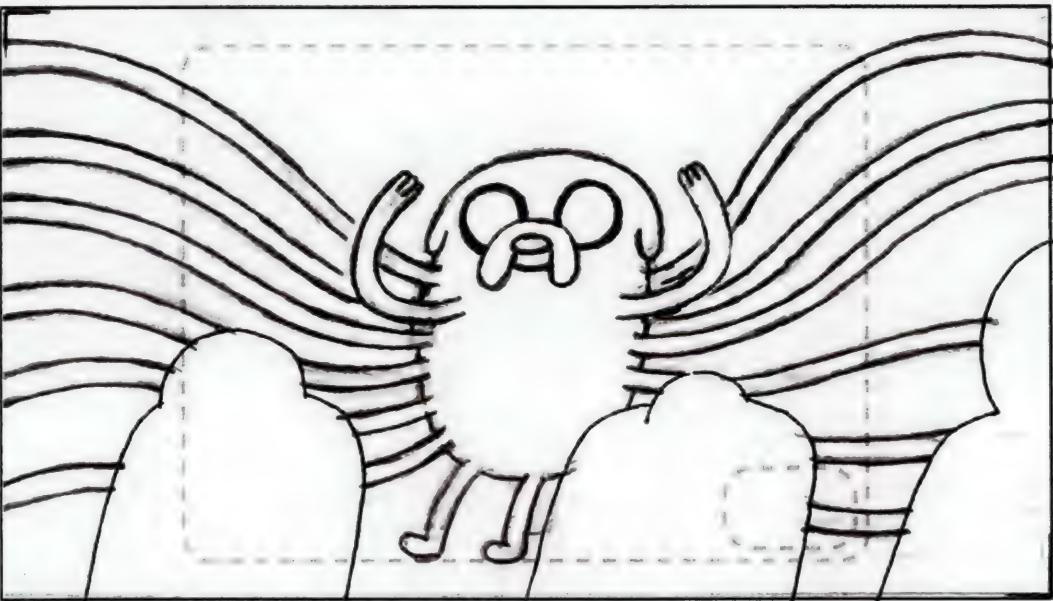
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Sc. 174 *CONT*

Pnl. E

Bg.

day night

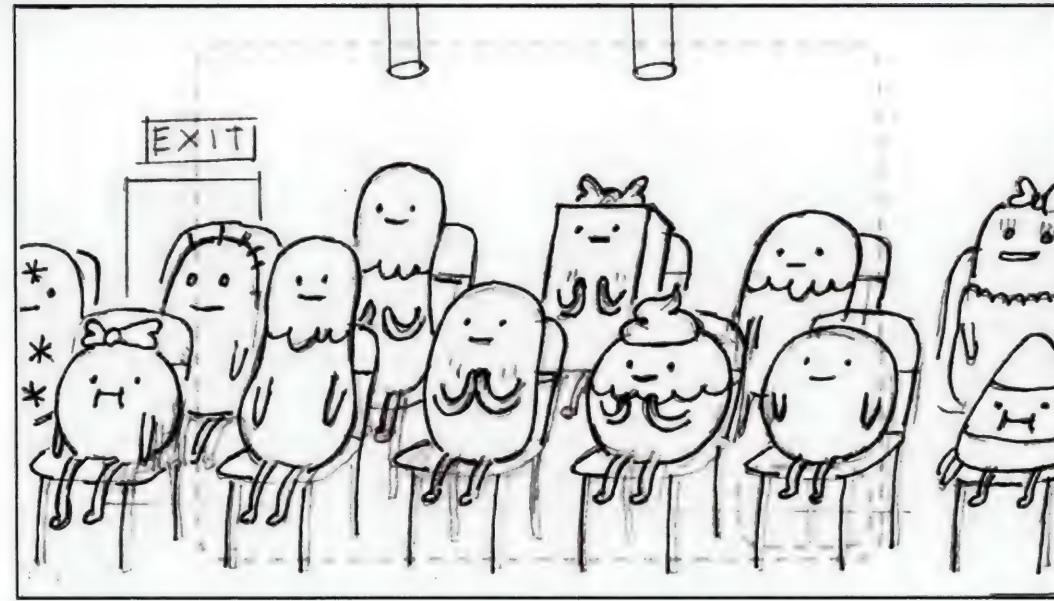


Sc. 175

Pnl. A

Bg.

day night



**Dialog:**

Jake: girl!

CLAP CLAP CLAP CLAP CLAP ...

Jake (O/S): CLAP CLAP CLAP CLAP CLAP ...

**Action:**

- EXTRA ARMS STRETCH OFF/S.

JUN 09 2015

**Timing:**

Production :

1034-223

1034/223

## ADVENTURE TIME

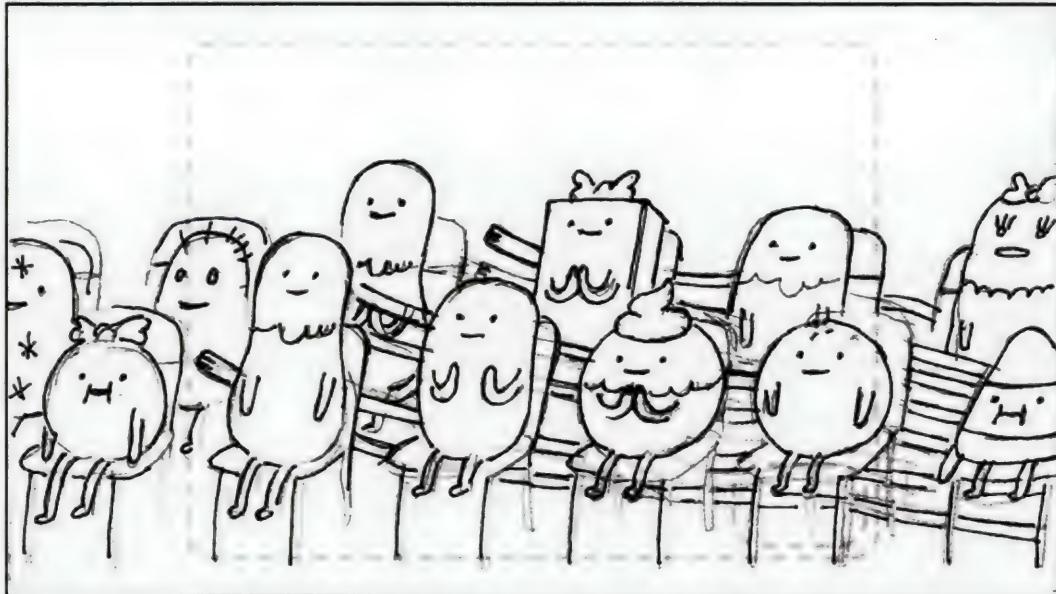
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Sc. 175 cont

Pnl. B

Bg.

day night

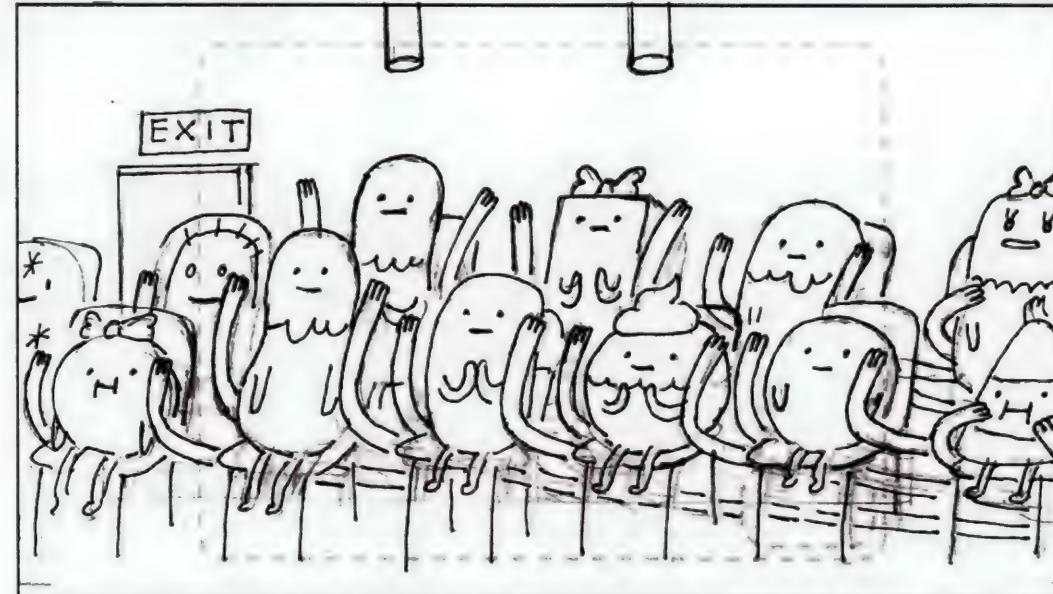


Sc. 175 cont

Pnl. C

Bg.

day night



## Dialog:

Jake (O/S): CLAP CLAP CLAP CLAP CLAP ...Jake (O/S): CLAP CLAP CLAP CLAP CLAP ...

## Action:

- Jake's arms go around other members of the audience, to create more clapping hands ...

(A)

JUN 09 2015

## Timing:

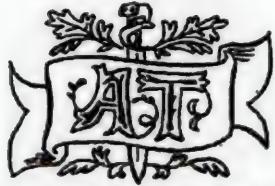
Production :

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1034/223

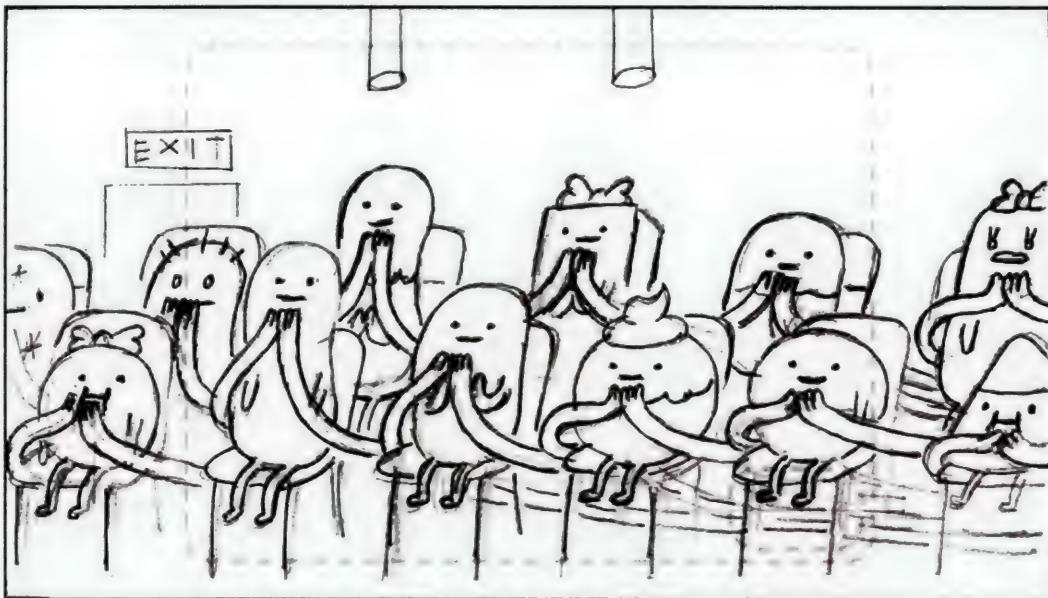
## ADVENTURE TIME

Sc. 175 *CONT*

Pnl. D

Bg.

day night



Sc. 176

Pnl. A

Bg.

Page 332  
NO PG 333  
day night**Dialog:**

All of Jake's hands: CLAP CLAP CLAP clap CLAP CLAP  
 clap clap clap CLAP CLAP clap CLAP  
 CLAP CLAP CLAP CLAP CLAP CLAP  
 clap clap clap CLAP CLAP ...

All of Jake's hands (O/S): CLAPPING continues...

**Action:**

(B)

The cast members stand on stage.

The curtain has been raised for their bows.

JUN 09 2015

**Timing:**

Production :

EPISODE #

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1034/223

1034 / 223

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# ADVENTURE TIME



Sc. 176 *cont* Pnl. B

Bg.

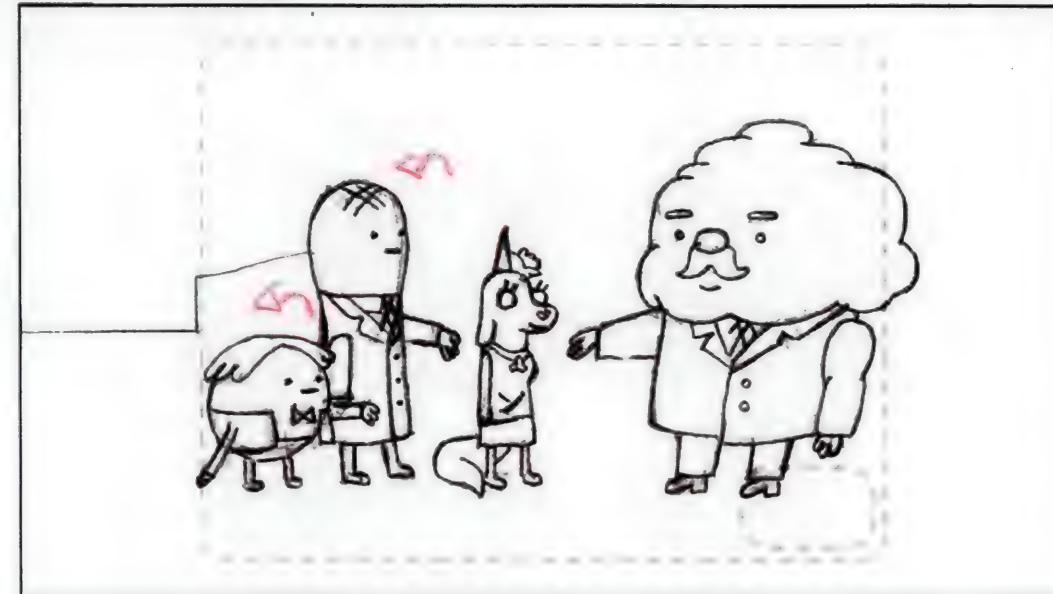
day night



Sc. 176 *cont* Pnl. C

Bg.

day night



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EPISODE #

1034-223

Production :

**Dialog:**

All of Jake's hands (O/S): CLAPPING continues ...

All of Jake's hands (O/S): CLAPPING continues ...

**Action:**

Mr. Cupcake gestures to Viola -- who is obviously the audience favorite.

Crunchy and Citizen Peanut also gesture to Viola.

JUN 09 2014

**Timing:**

1034 / 223

# ADVENTURE TIME



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Sc. 176 cont Pnl. D

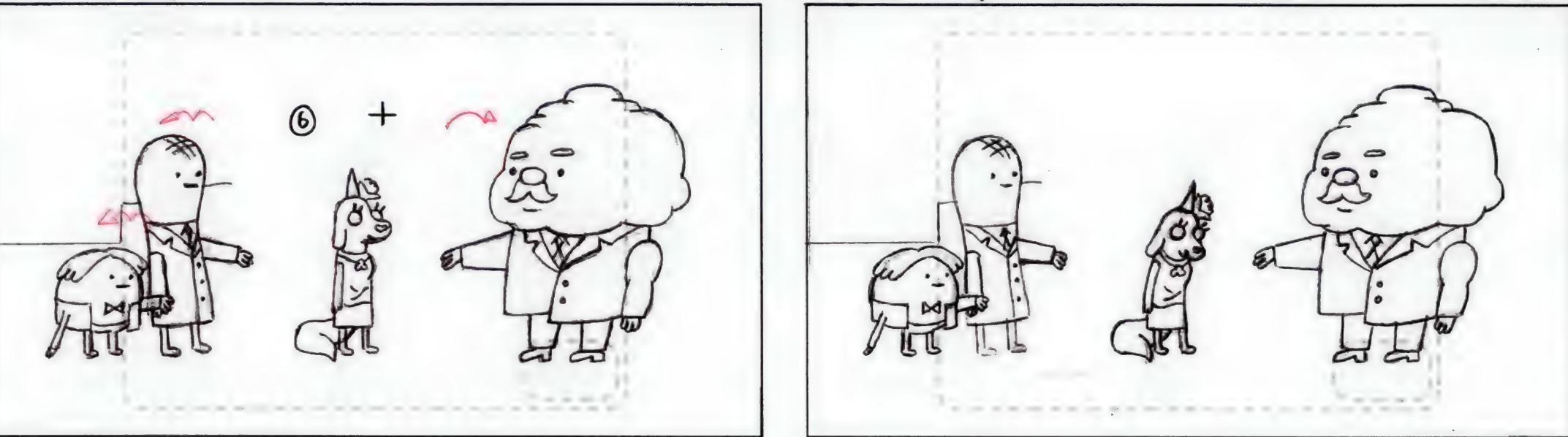
Bg.

day night

Sc. 176 cont Pnl. E

Bg.

335A NEXT



**Dialog:**

All of Jake's hands (O/S): CLAPPING continues...

All of Jake's hands (O/S): CLAPPING continues...

**Action:**

Crunchy / CP / Mr. C step aside.

Viola bows.

JUN 09 2015

**Timing:**

See 335A for Extra poses

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EPISODE #

Production :

1034 / 223

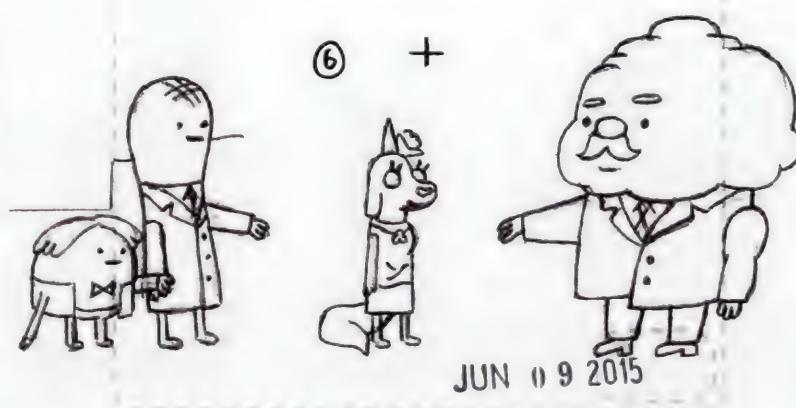
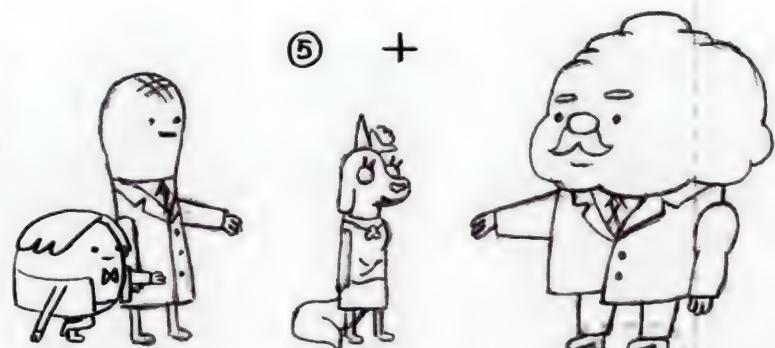
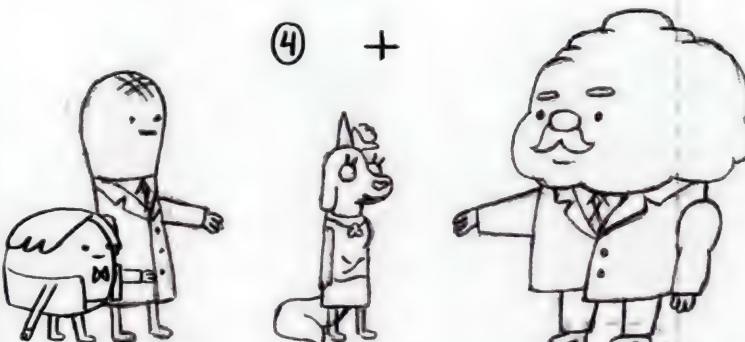
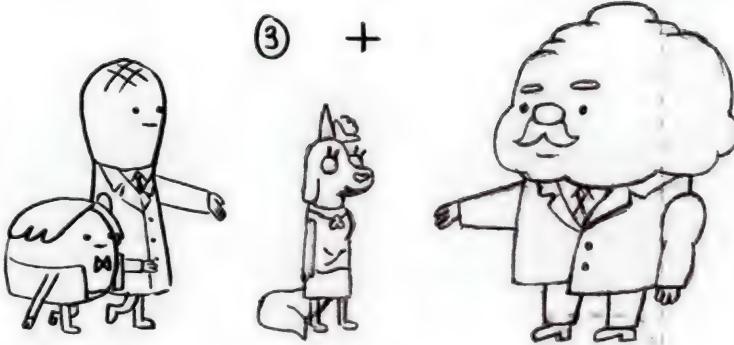
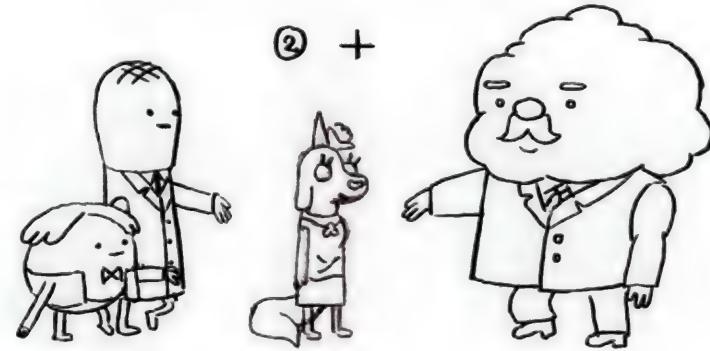
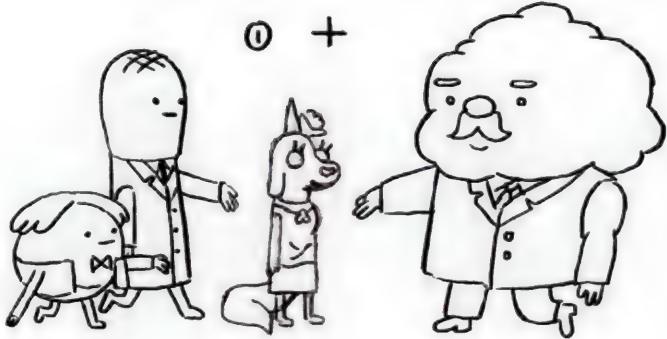
1034 / 223

# ADVENTURE TIME



Poses for Sc. 176 Pnl. D

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EPISODE # 1034-223

Production:

1034/223

1034/223

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# ADVENTURE TIME



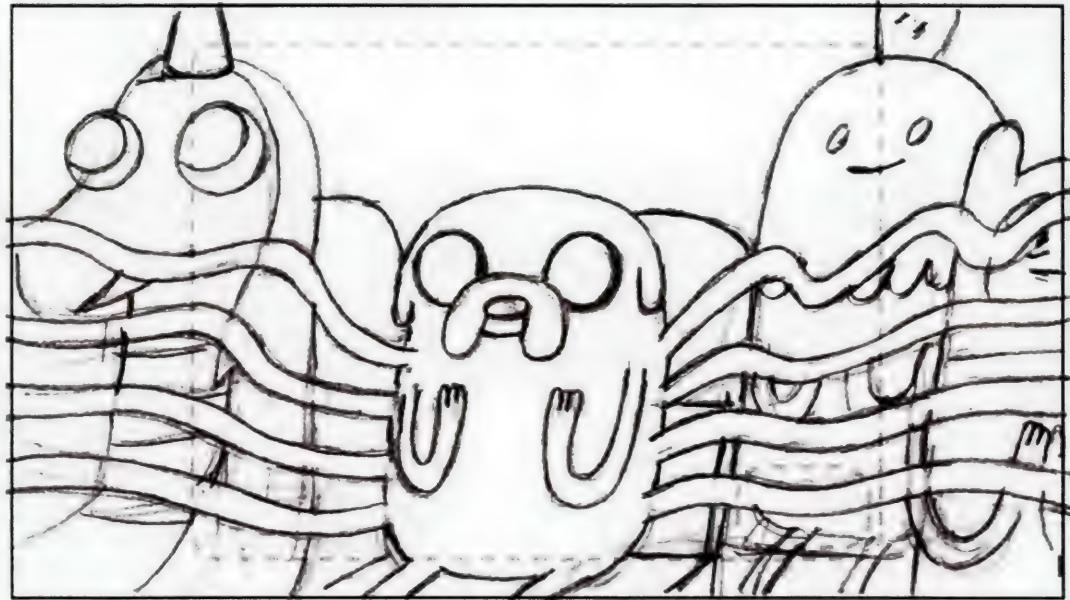
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Sc. 177

Pnl. A

Bg.

day night

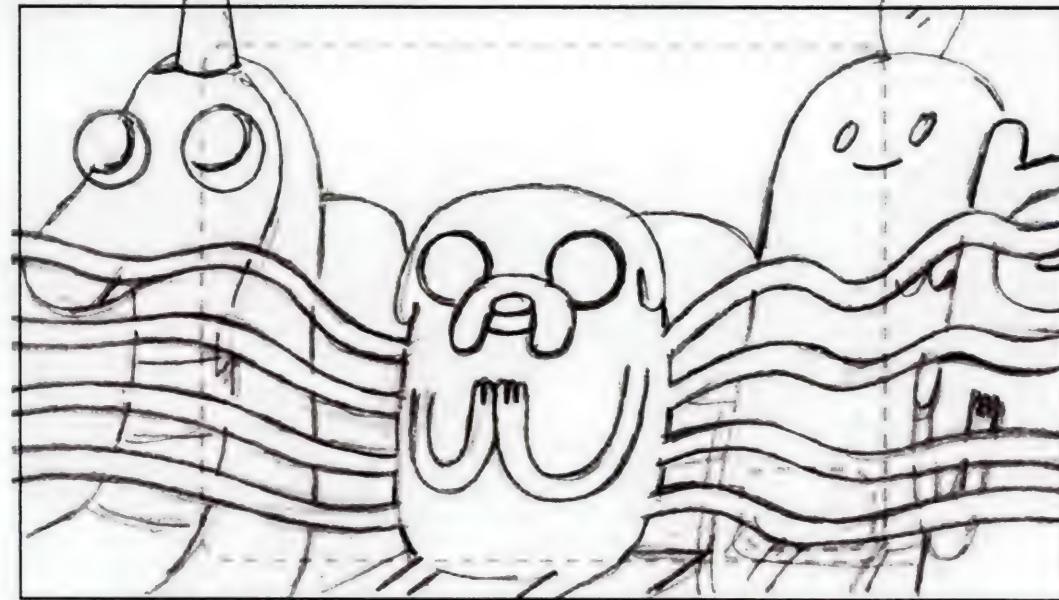


Sc. 177 cont

Pnl. B

Bg.

day night



**Dialog:**

All of Jake's hands: CLAPPING continues . . .

All of Jake's hands: CLAPPING continues . . .

**Action:**

Close on Jake.

**Timing:**

JUN 09 2015

Production :

EPISODE #

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# ADVENTURE TIME



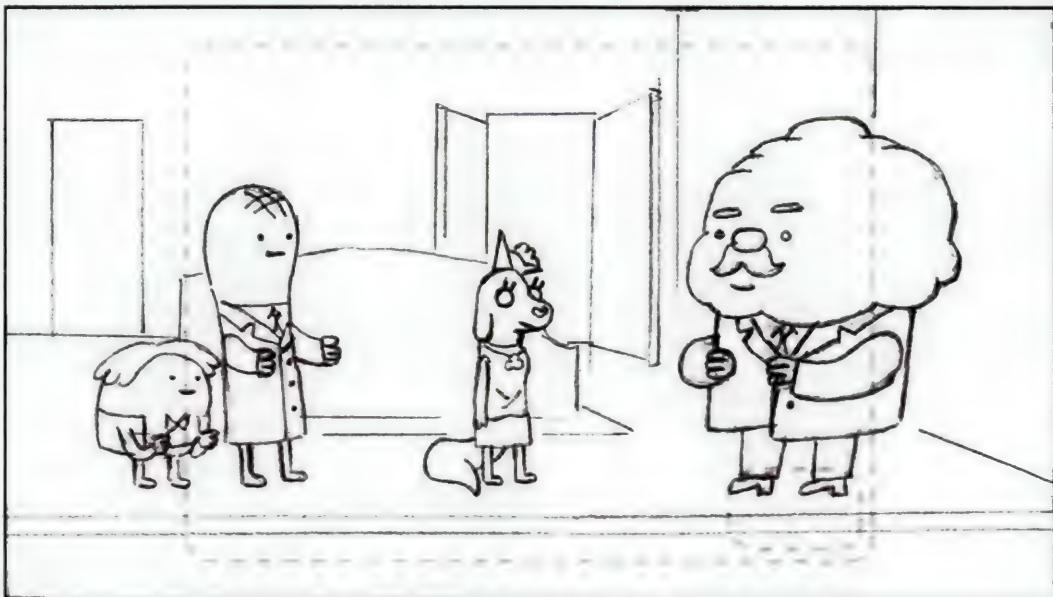
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Sc. 178

Pnl. A

Bg.

day night

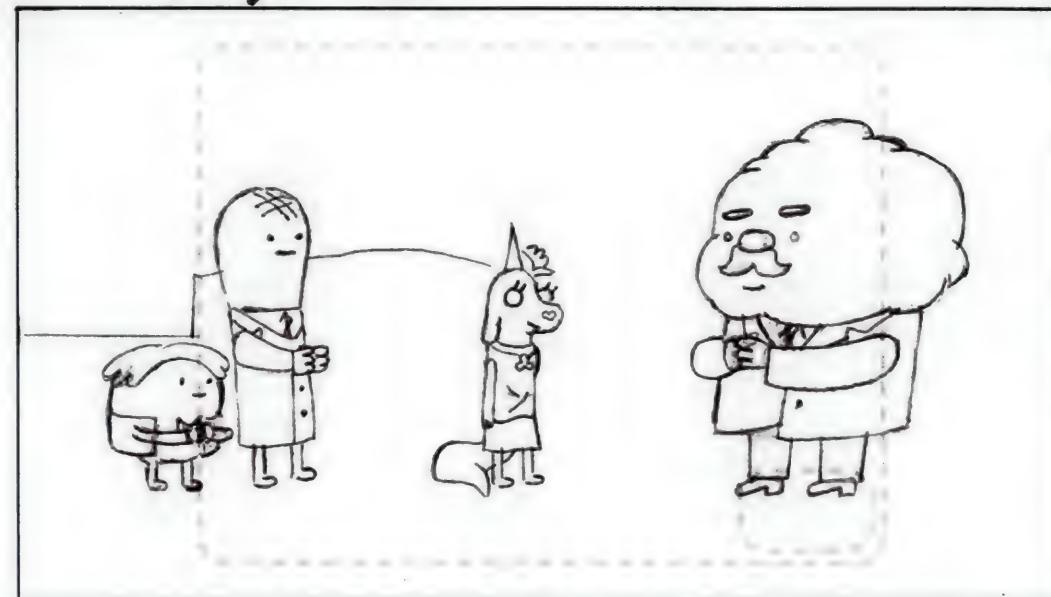


Sc. 178 *cont*

Pnl. B

Bg.

day night



1034/223

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**Dialog:**

Everyone claps (Jake, audience, cast members) ...

Everyone claps (Jake, audience, cast members) ...

**Action:**

The other cast members are now applauding Viola.

JUN 09 2015

**Timing:**

EPISODE #

Production :

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# ADVENTURE TIME



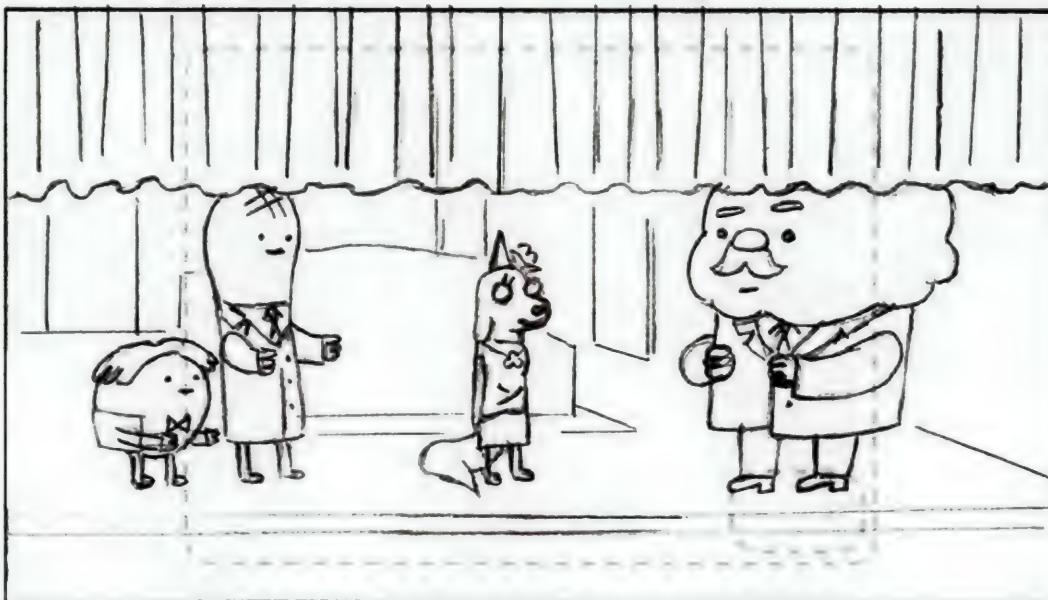
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Sc. 178 *cont* Pnl. C

Bg.

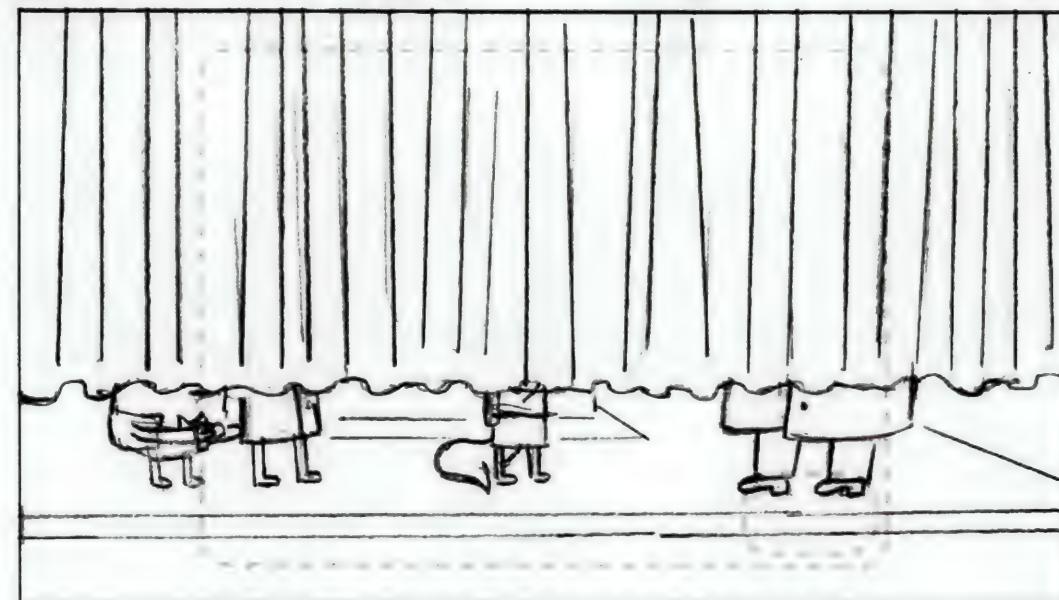
day night



Sc. 178 *cont* Pnl. D

Bg.

day night



**Dialog:**

Everyone claps (Jake, audience, cast members)...

Everyone claps (Jake, audience, cast members)...

**Action:**

The curtain comes down.

JUN 09 2015

**Timing:**

Production :

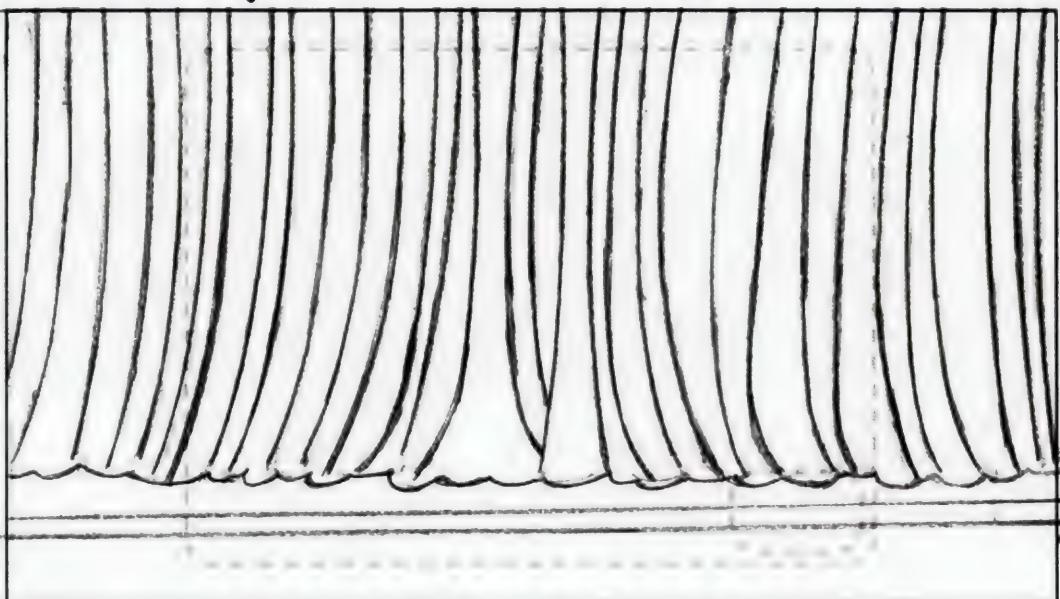
## ADVENTURE TIME

Page 339Sc. 178 ~~cont~~

Pnl. E

Bg.

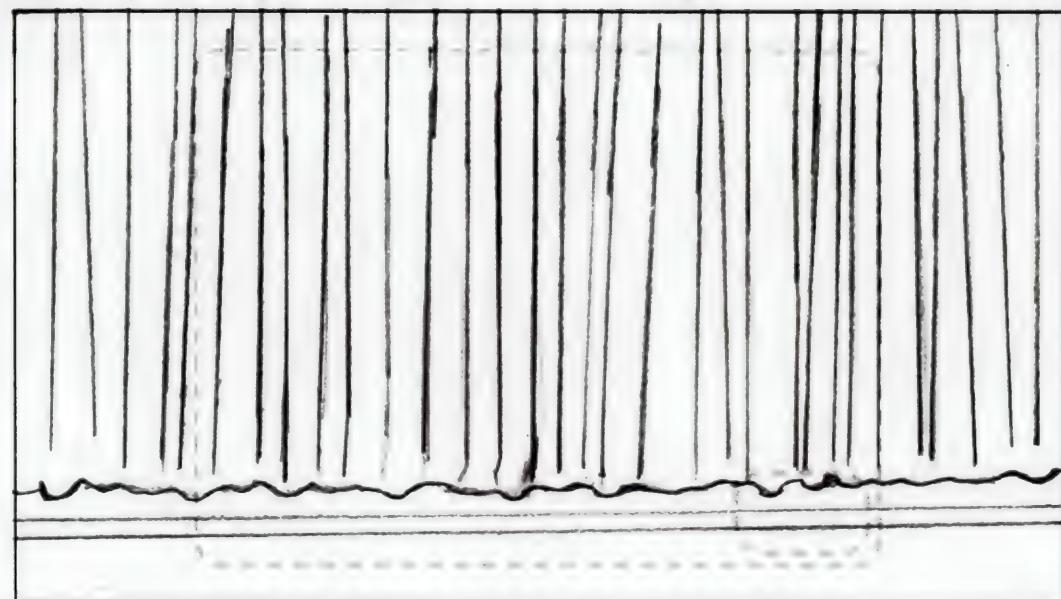
day night

Sc. 178 ~~cont~~

Pnl. F

Bg.

day night



## Dialog:

Everyone claps (Jake, audience, cast members) ...

Everyone claps (Jake, audience, cast members) ...

## Action:

JUN 09 2015

## Timing:

Production :

1034-223

1034/223

1034/223

## ADVENTURE TIME

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1034-223

EPISODE #

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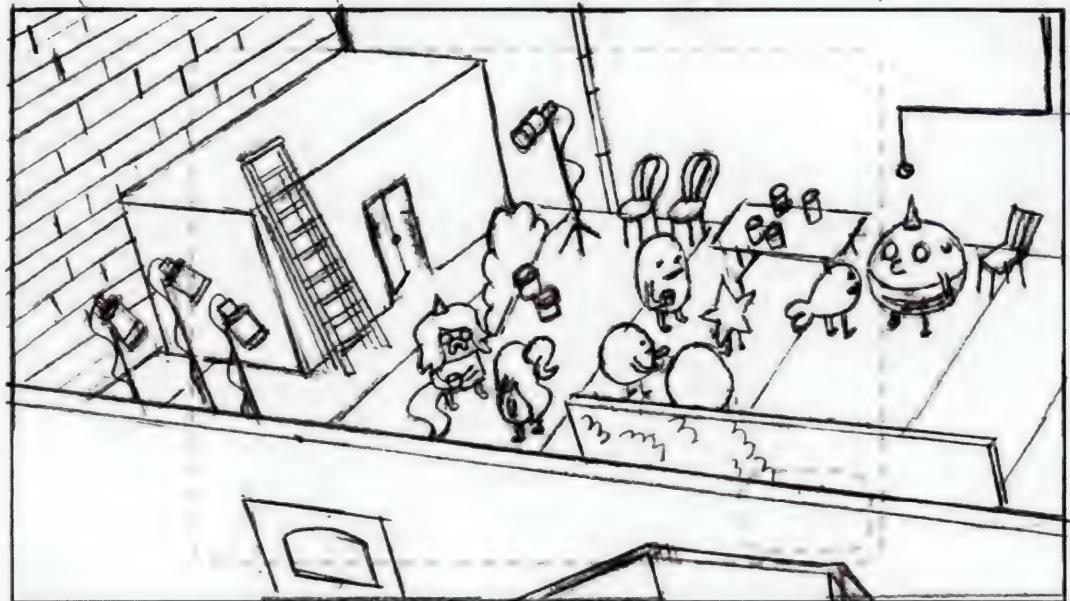
Production :

Sc. 179

Pnl. A

Bg.

day night



Sc. 180

Pnl. A

Bg.

day night



## Dialog:

SFX: General murmuring, chatting.Jake: You were great, kid!

Action: Wide shot of backstage, after the show.

In the star's dressing room.

JUN 09 2015

## Timing:

1034/223

# ADVENTURE TIME



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Sc. 180 *cont*

Pnl. B

Bg.

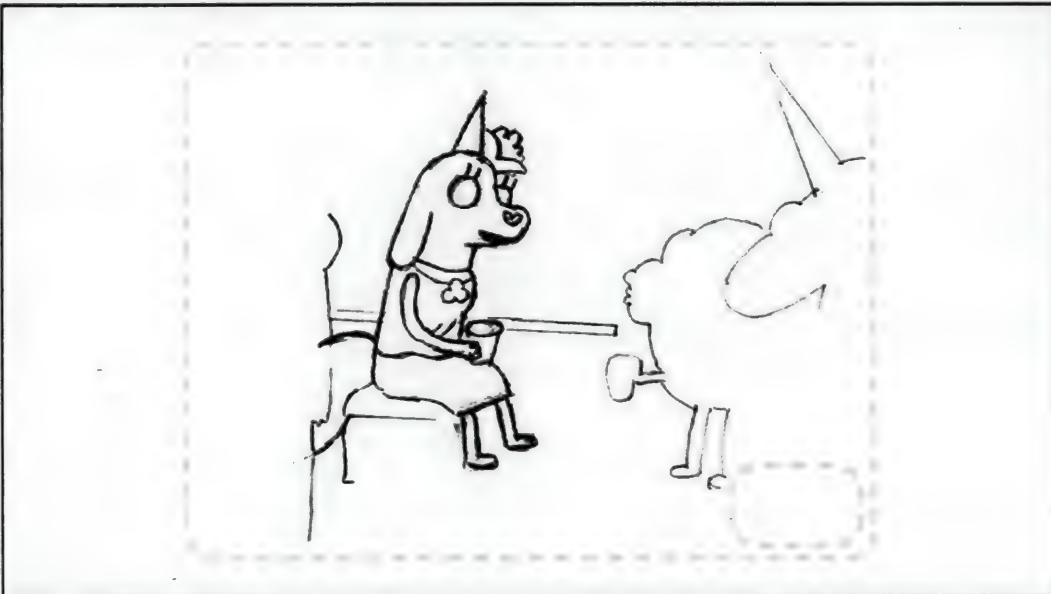
day night

Sc. 180 *cont*

Pnl. C

Bg.

day night



**Dialog:**

Viola: Aw, thanks! But ---

Viola: --- it's not as if I wrote the play. That ---

SFX: \* SLAM \*

**Action:**

JUN 09 2015

**Timing:**

Production :

1034-223

EPISODE #

1034/223

# ADVENTURE TIME



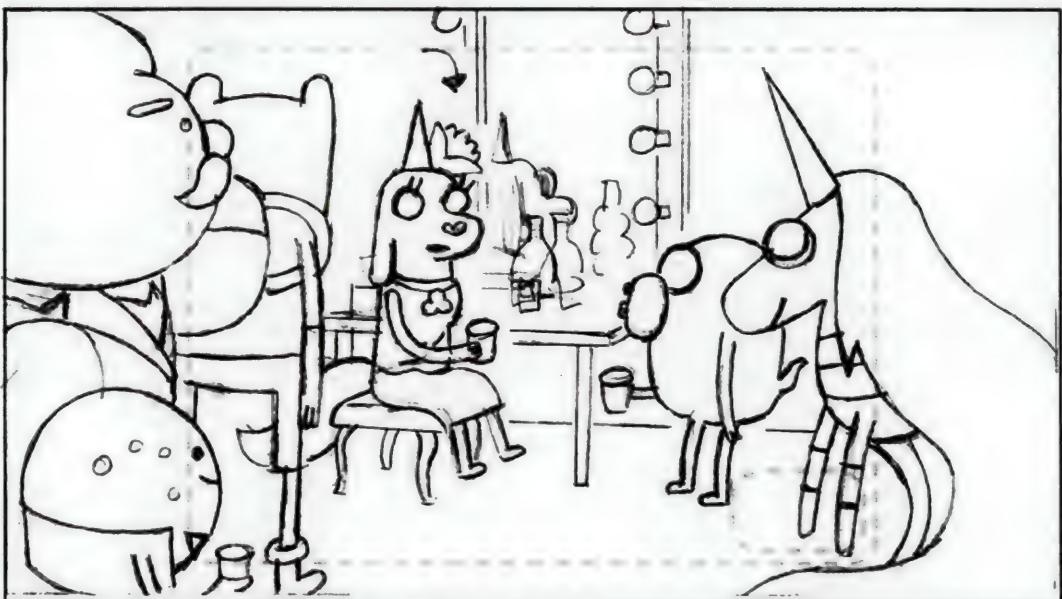
342  
Page

Sc. 180 cont

Pnl. D

Bg.

day night

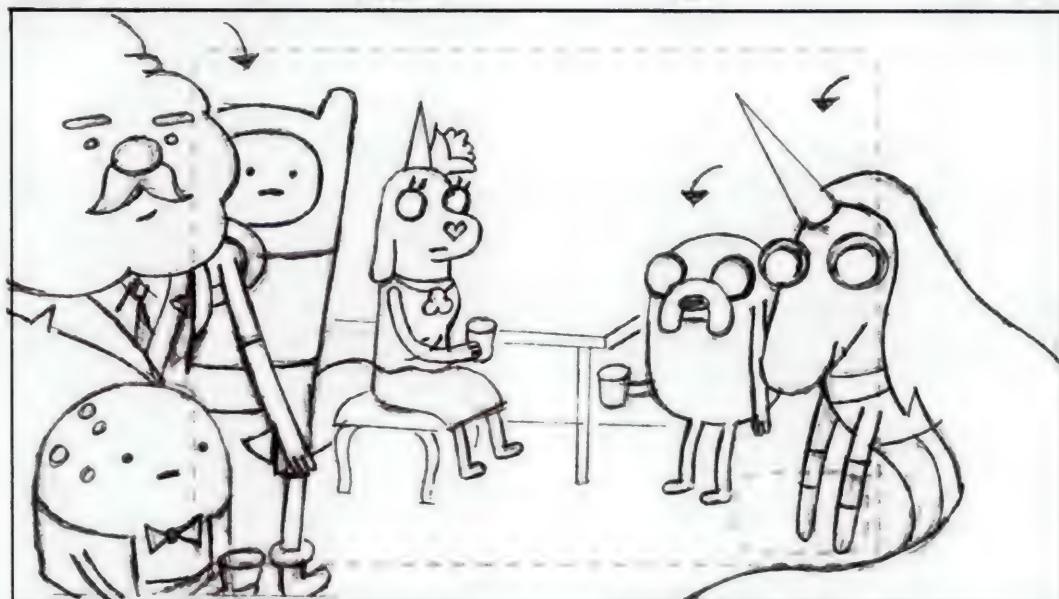


Sc. 180 cont

Pnl. E

Bg.

day night



**Dialog:**

Viola: --- was . . . [she trails off]

**Action:**

Viola turns, and sees LSP entering.

The others turn and see LSP.

JUN 09 2015

**Timing:**

Production :

1034/223

# ADVENTURE TIME



Page 343

Sc. 181

Pnl. A

Bg.

day night

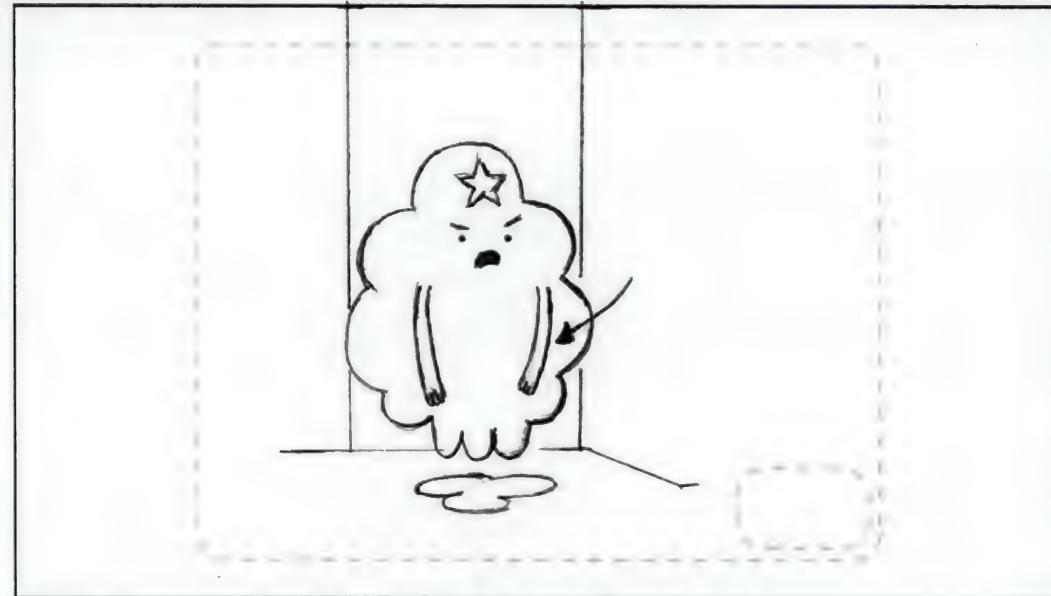


Sc. 181 ~~cont~~

Pnl. B

Bg.

day night



**Dialog:**

LSP: I should be mad...

**Action:**

— LSP looks intense and thoughtful.

JUN 09 2015

**Timing:**

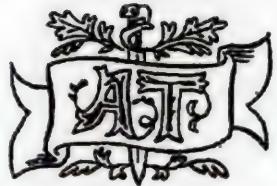
Production :

EPISODE #

1034-223

1034/223

# ADVENTURE TIME



Page 344

1034/223

Sc. 181 cont

Pnl. C

Bg.

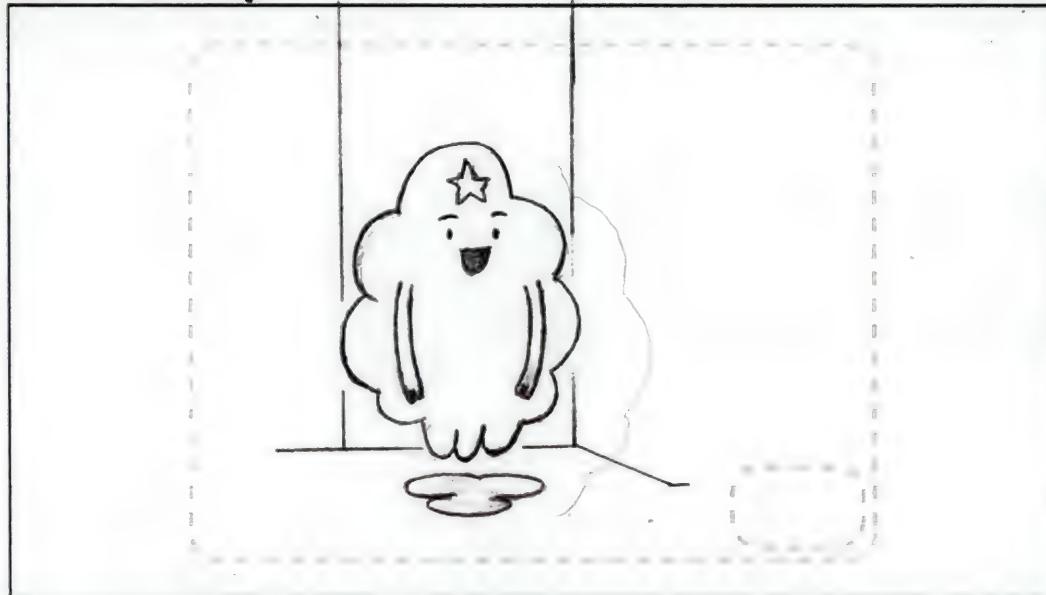
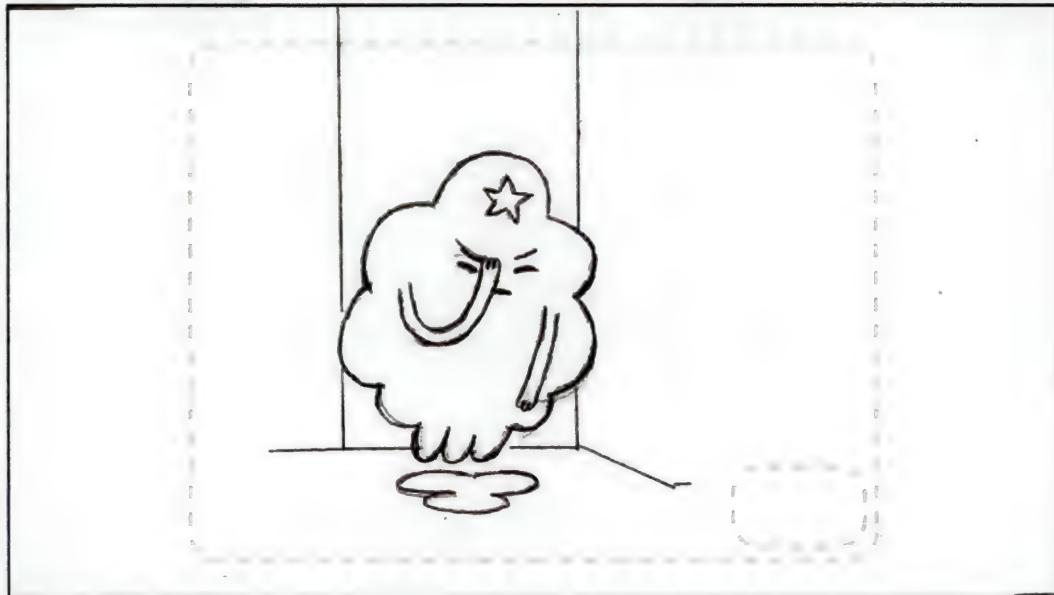
day night

Sc. 181 cont

Pnl. D

Bg.

day night



**Dialog:**

• • •

LSP: ... but you were ...

**Action:**

LSP looks down dramatically for a beat.

LSP brightens up ...

**Timing:**

JUN 09 2015

Production :

EPISODE # 1034-223

1034/223

# ADVENTURE TIME



Page 345

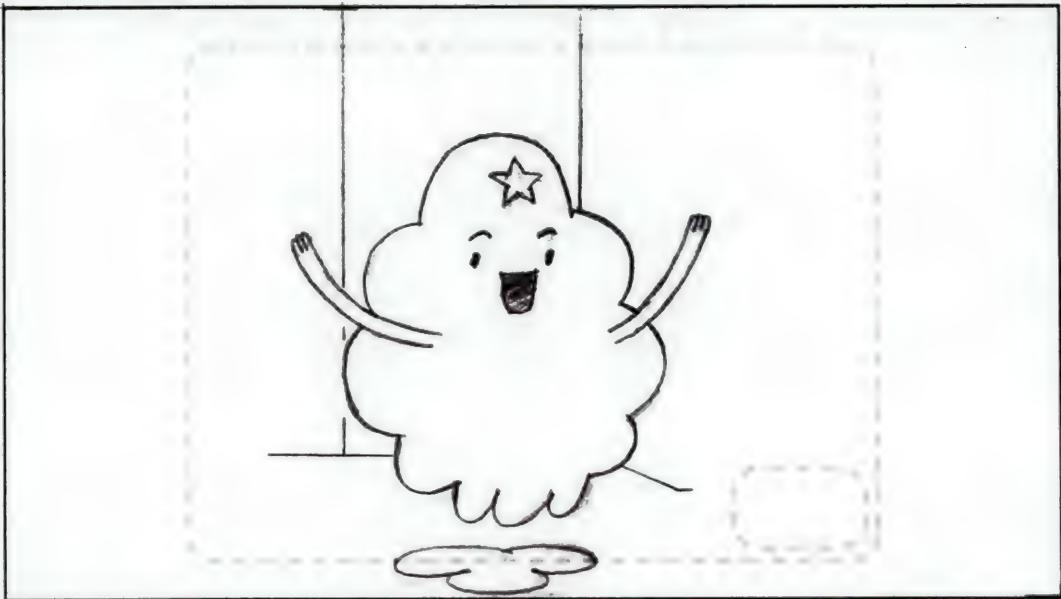
1034/223

Sc. 181 *cont*

Pnl. E

Bg.

day night

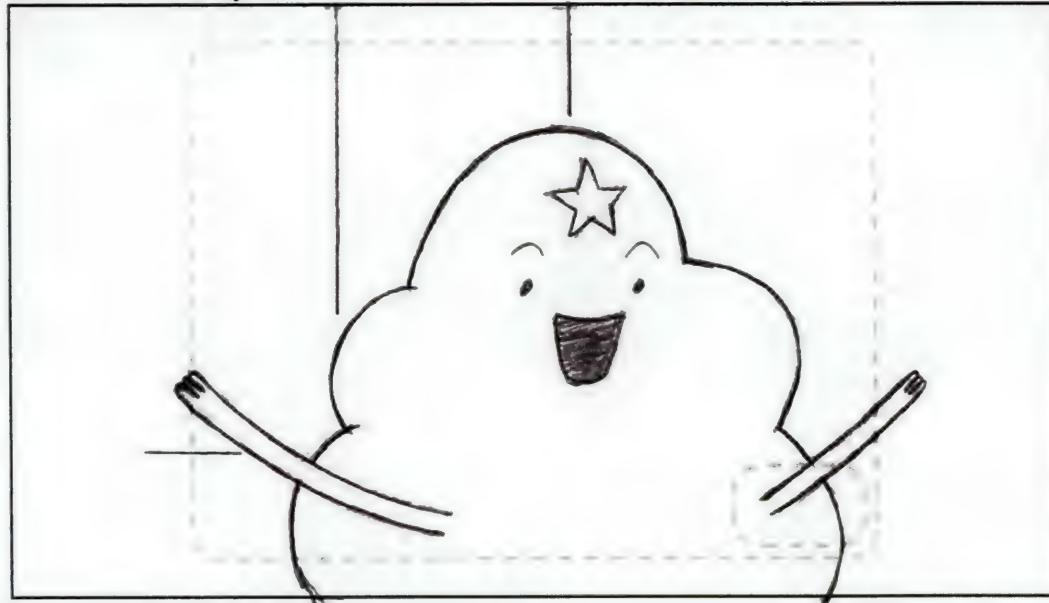


Sc. 181 *cont*

Pnl. F

Bg.

day night



**Dialog:**

LSP: ... SO ...

LSP: ... AMAZING! !!

**Action:**

... then she looks really pleased!

**Timing:**

JUN 09 2015

EPISODE #

1034-223

Production :

1034/223

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# ADVENTURE TIME



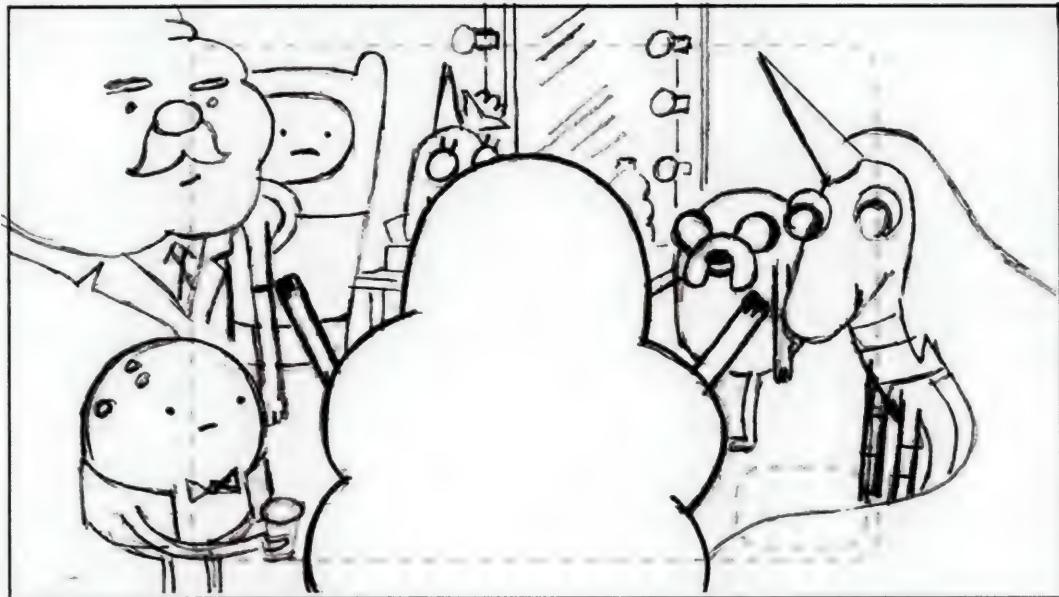
Page 346

Sc. 182

Pnl. A

Bg.

day night

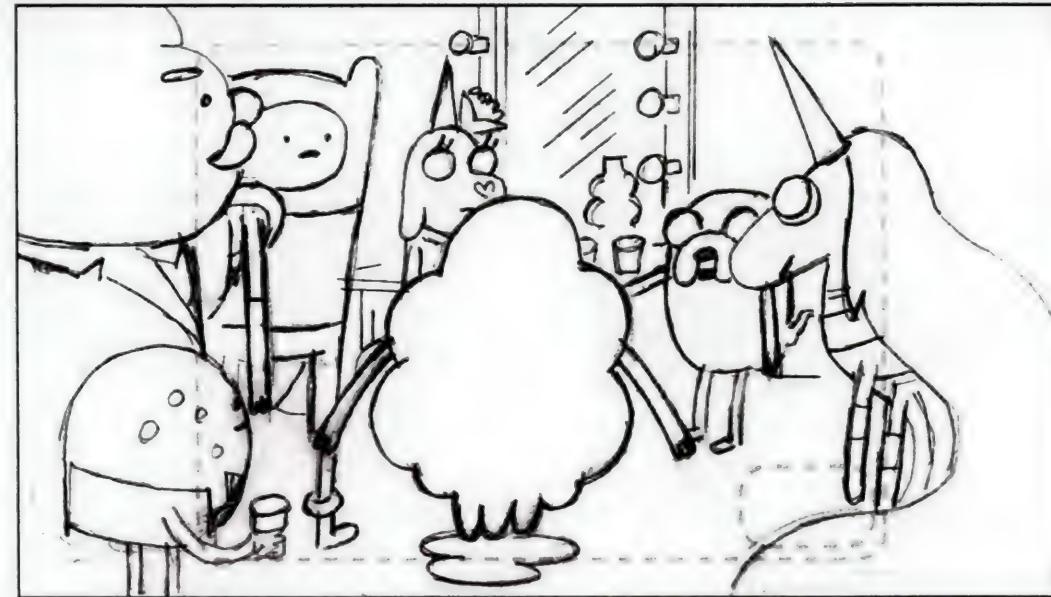


Sc. 182 ~~cont~~

Pnl. B

Bg.

day night



Dialog:

Jake: she's quite ...

Jake: ... the actress ...

Action:

Timing:

JUN 09 2015

EPISODE #

Production :

1034-223

1034/223

1034/223

# ADVENTURE TIME



Page 347

Sc. 183

Pnl. A

Bg.

day night



Sc. 183 *cont*

Pnl. B

Bg.

day night



**Dialog:**  
LSP: WHAT- No, the acting was fine,

LSP: --- but THE RAIN!

**Action:**

**Timing:**

JUN 09 2015

Production :

EPISODE #

1034-223

1034 / 223

1034/223

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# ADVENTURE TIME



Page 348

Sc. 183 *cont*

Pnl. C

Bg.

day night



Sc. 183 *cont*

Pnl. D

Bg.

day night



**Dialog:**

LSP: IT LOOKED

LSP:

SO REAL ON THE OVERCOATS!

**Action:**

**Timing:**

JUN 09 2015

Production :

EPISODE #

1034-223

1034/223

# ADVENTURE TIME



Page 349

Sc. 183 cont

Pnl. E

Bg.

day night



Sc. 183 cont

Pnl. F

Bg.

day night



1034 / 223

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Dialog:

LSP: HOW DID YOU DO IT?

LSP: THIS PLAY ---

Action:

Timing:

JUN 09 2015

Production :

EPISODE # 1034-223

1034 / 223

1034 / 223

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# ADVENTURE TIME



Page 350

Sc. 183 ~~CONT~~

Pnl. G

Bg.

day night

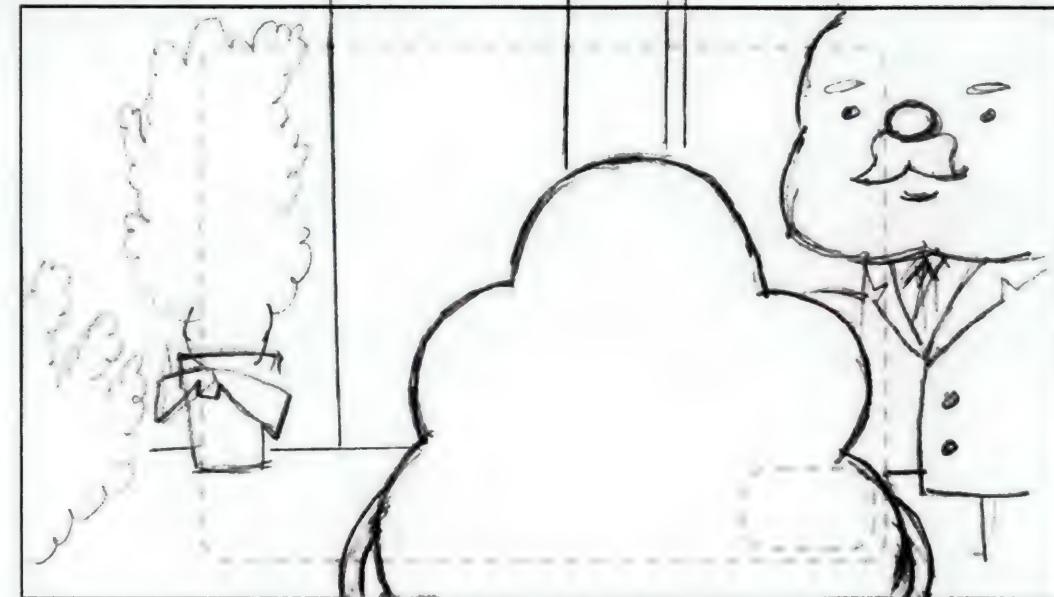


Sc. 184

Pnl. A

Bg.

day night



Dialog:

- - -

LSP: is gonna

Action:

[LSP exit]

[Start pose]

JUN 09 2015

Timing:

Production :

1034-223

1034/223

1034/223

# ADVENTURE TIME



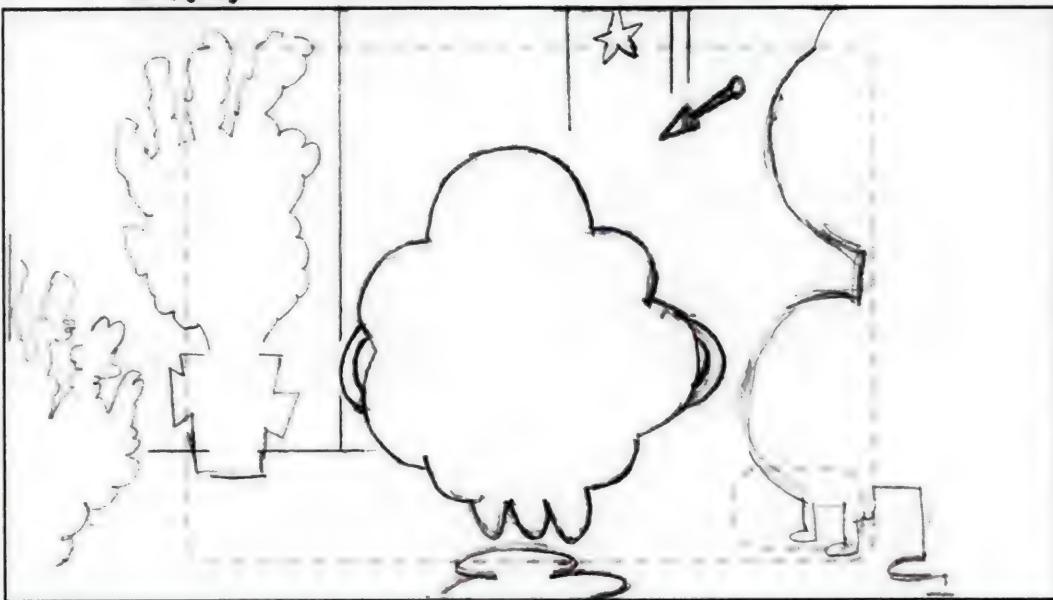
Page 351

Sc. 184 *cont*

Pnl. B

Bg.

day night

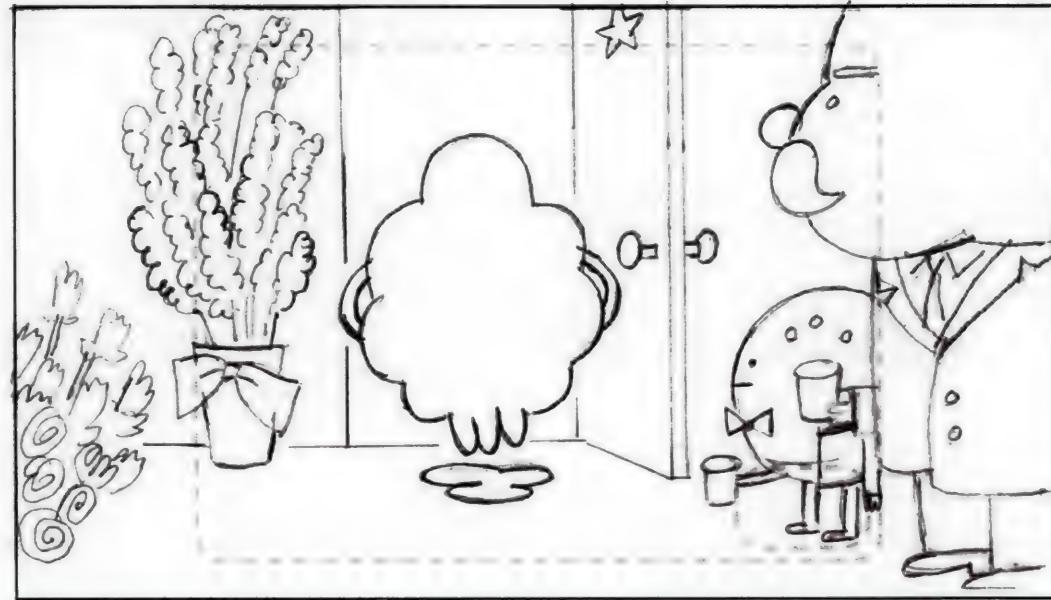


Sc. 184 *cont*

Pnl. C

Bg.

day night



**Dialog:**

LSP: ---RUN FOR---

LSP: 20

**Action:**

JUN 09 2015

**Timing:**

Production :

# ADVENTURE TIME



Page 352

Sc. 184 *cont*

Pnl. D

Bg.

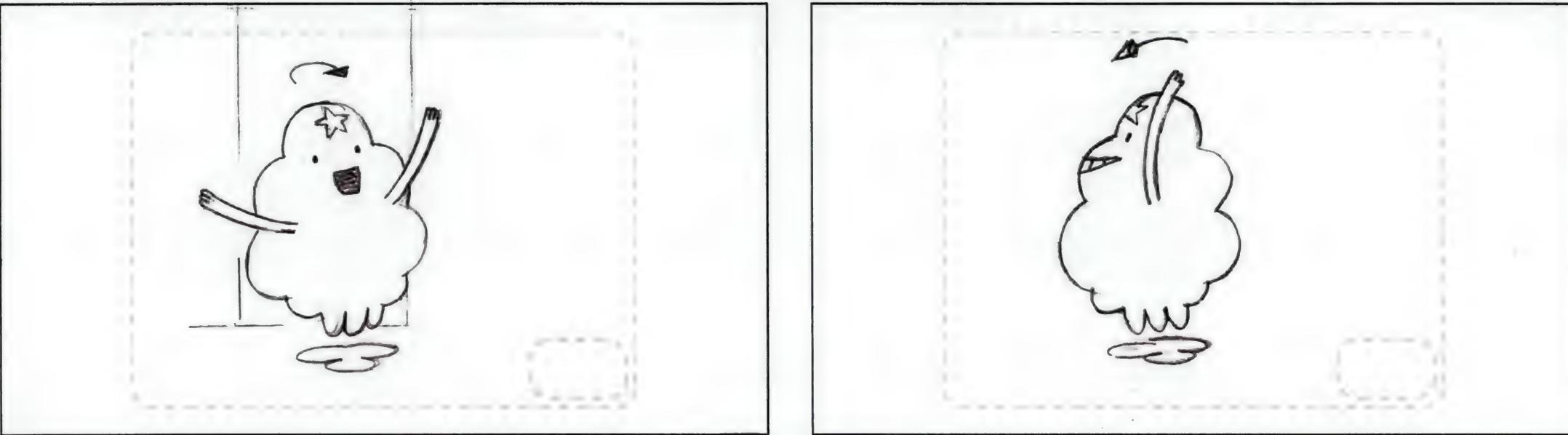
day night

Sc. 184 *cont*

Pnl. E

Bg.

day night



**Dialog:**

LSP: YEARS!

**Action:**

LSP spins around happily, on her way out the door.

11/11/2015

**Timing:**

Production :

1034/223

## ADVENTURE TIME

Page 353Sc. 184 *cont*

Pnl. F

Bg.

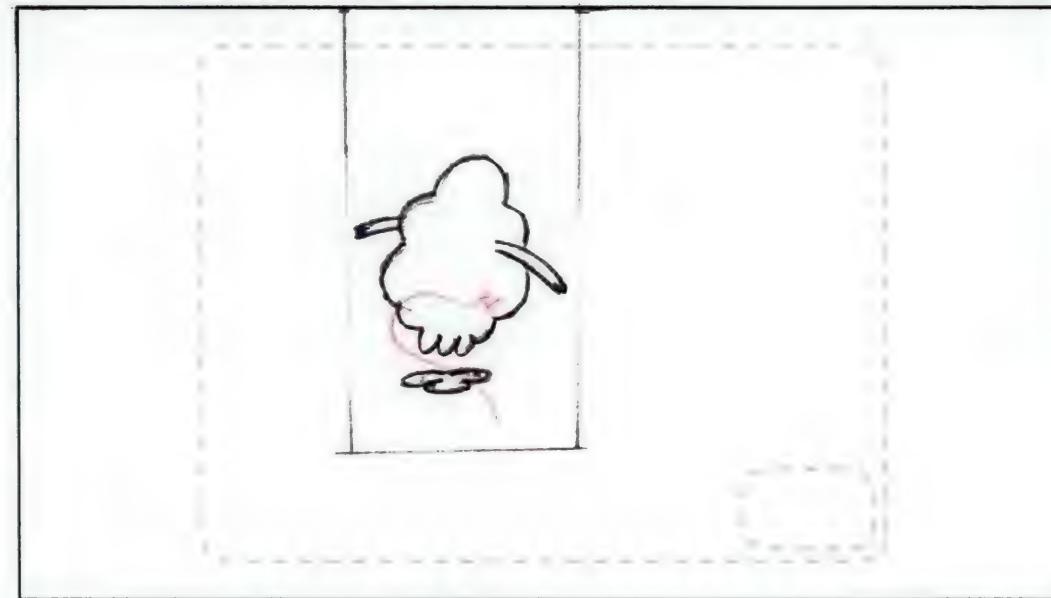
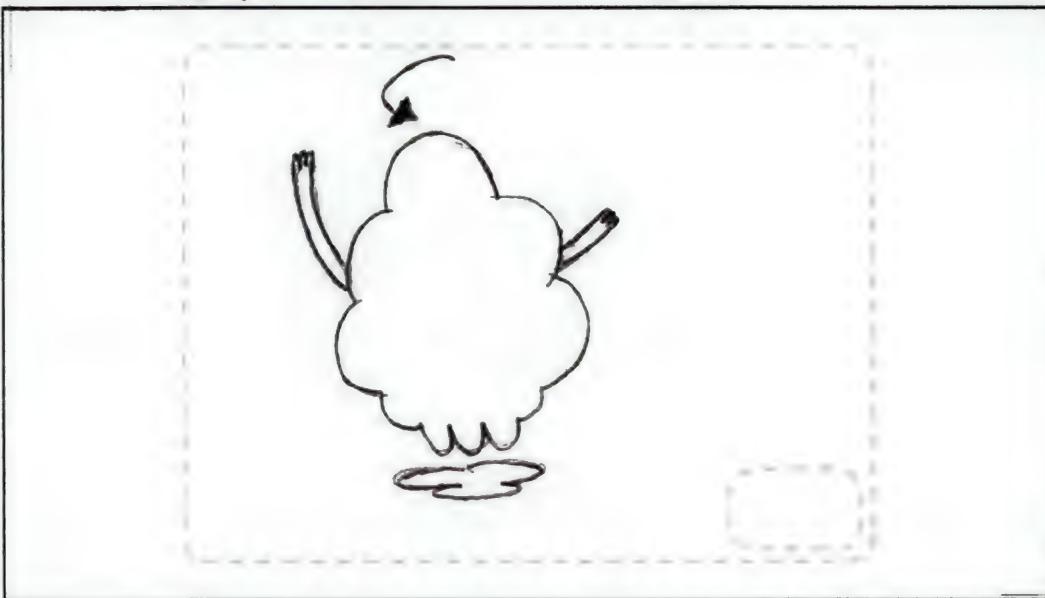
day night

Sc. 184 *cont*

Pnl. G

Bg.

day night



## Dialog:

LSP : HA HA HA HA

JUN 09 2015

## Action:

## Timing:

Production :

1034/223

EPISODE # 1034-223

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# ADVENTURE TIME



Page 354

Sc. 184 ~~cont~~

Pnl. H

Bg.

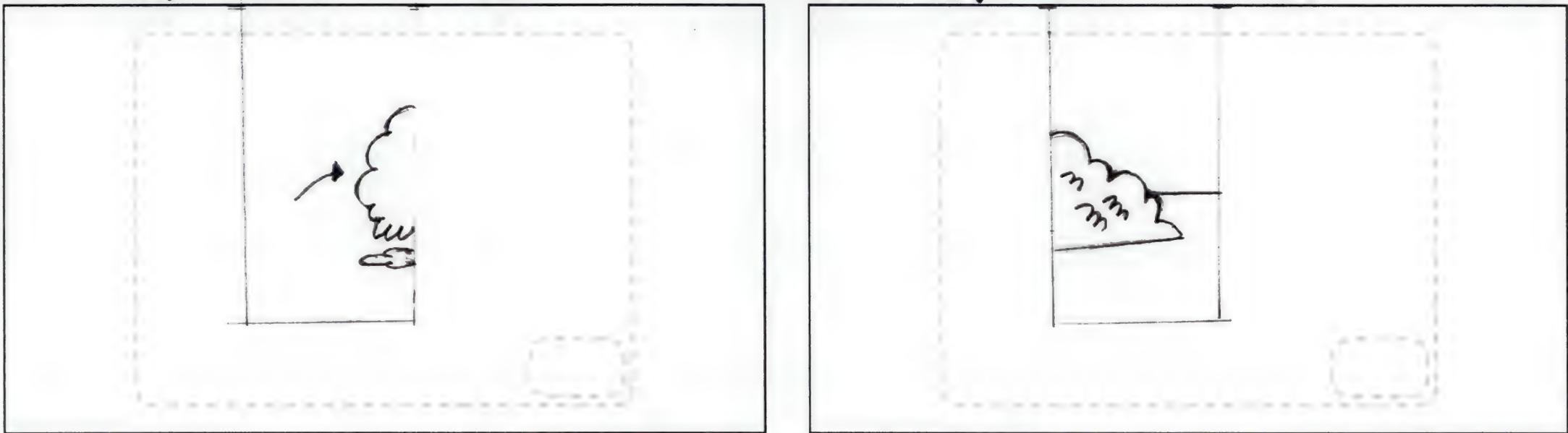
day night

Sc. 184 ~~cont~~

Pnl. I

Bg.

day night



Dialog:

LSP: <laughing>

Action:

(Seen through the door is a scenery flat -- it's a bush for a garden.)

JUN 09 2015

Timing:

Production :

# ADVENTURE TIME



Page 355

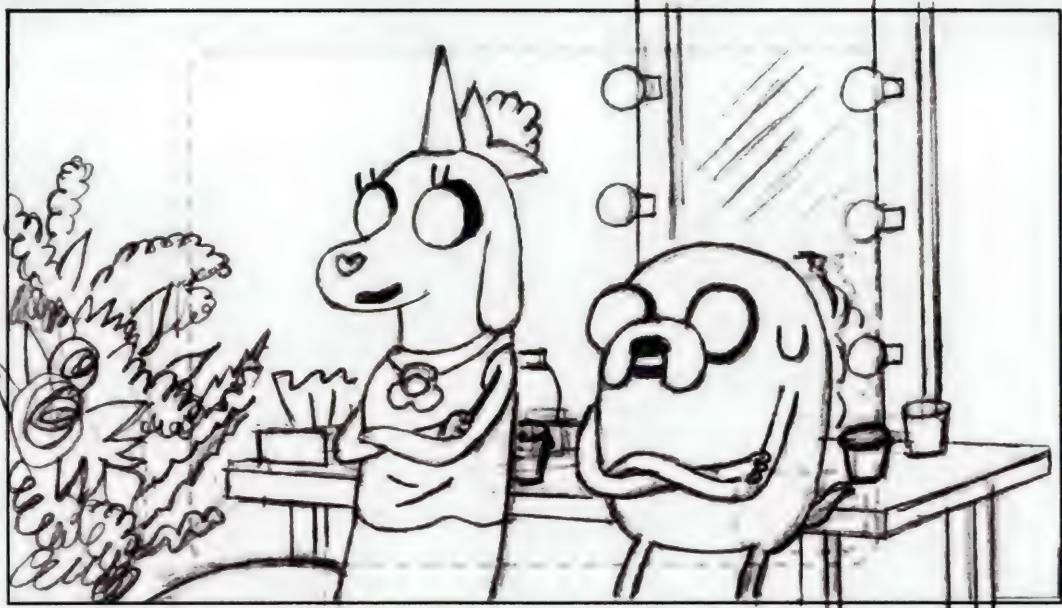
1034/223

Sc. 185

Pnl. A

Bg.

day night



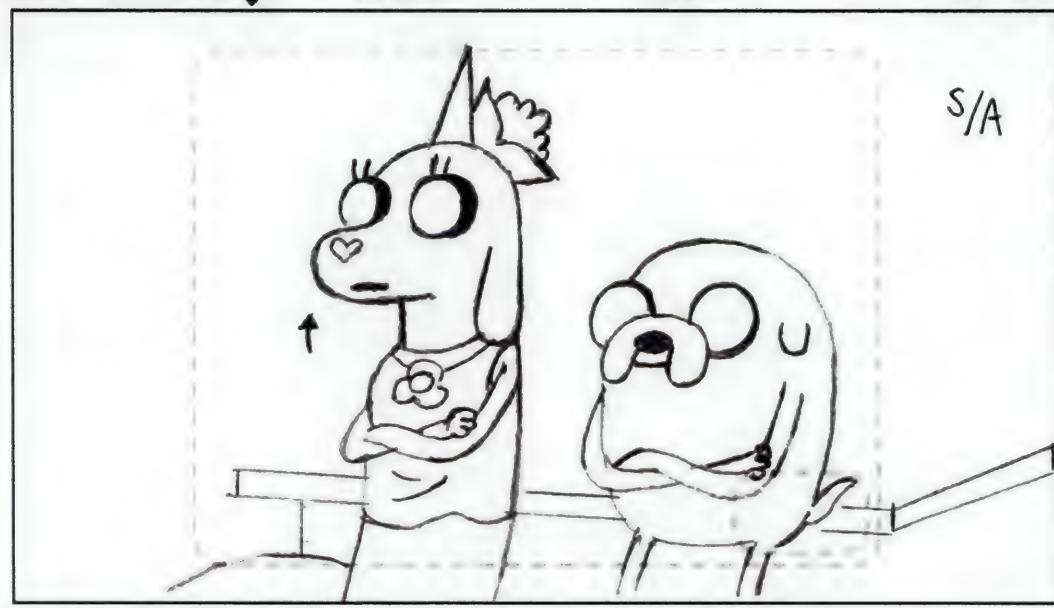
Sc. 185

~~cont~~

Pnl. B

Bg.

day night



**Dialog:**

Viola: Heh heh.

Jake: Heh heh.

**Action:**

Viola and Jake look after LSP.

Viola thinks. (She decides to come clean.)

JUN 09 2015

**Timing:**

Production :

1034/223

## ADVENTURE TIME

Sc. 185 *cont*

Pnl. C

Bg.

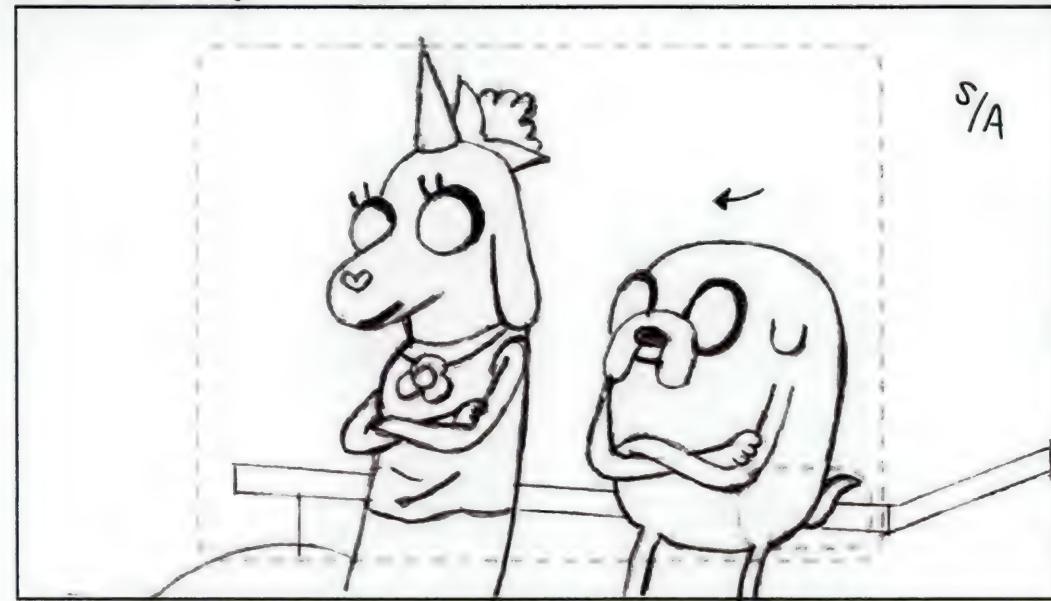
day night

Sc. 185 *cont*

Pnl. D

Bg.

day night



Page 356

1034-223

EPISODE #

Production :

1034/223

## Dialog:

Viola: That was my job, actually ...Viola: ... putting raindrops on the overcoats.

## Action:

JUN 09 2015

## Timing:

1034/223

## ADVENTURE TIME

Page 357Sc. 185 *cont*

Pnl. E

Bg.

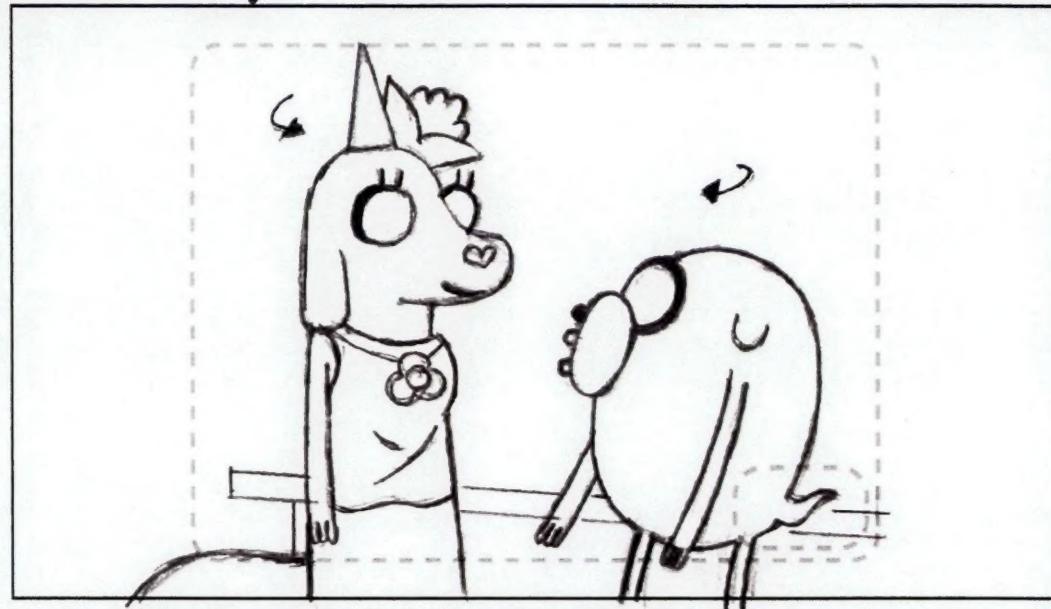
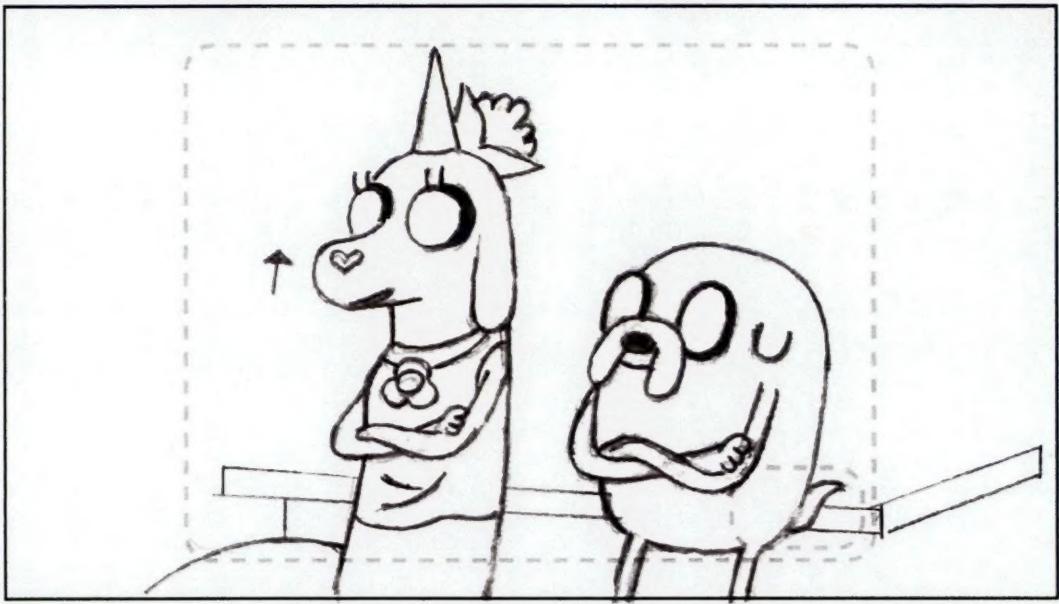
day night

Sc. 185 *cont*

Pnl. F

Bg.

day night

**Dialog:**

Viola: I only went on stage as A LAST  
MINUTE REPLACEMENT.

Jake: You mean you did the special

**Action:**

JUN 09 2015

**Timing:**

Production :

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# ADVENTURE TIME



Page 358

Sc.185 *cont*

Pnl. G

Bg.

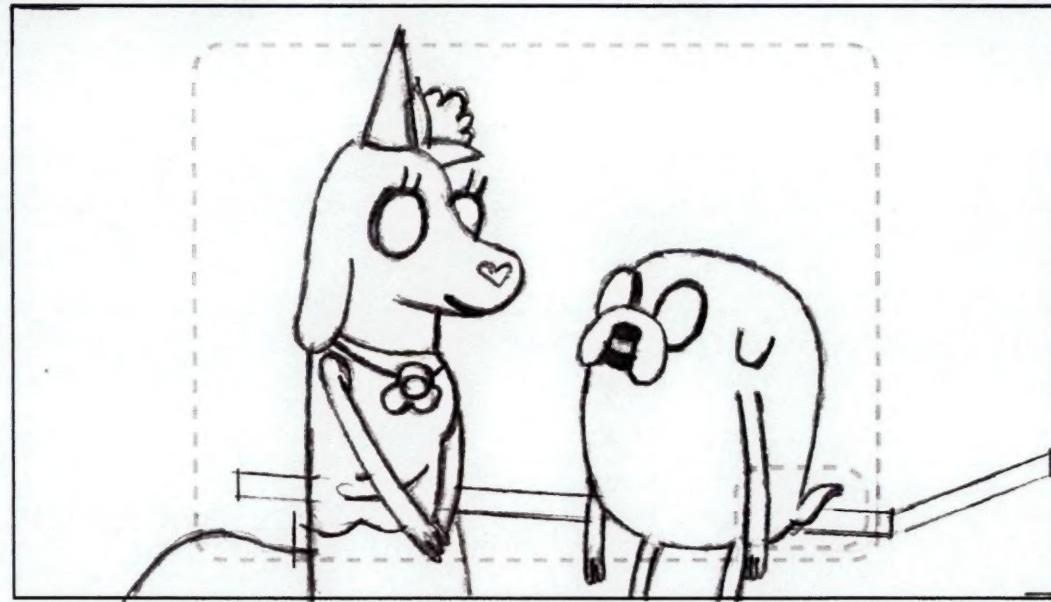
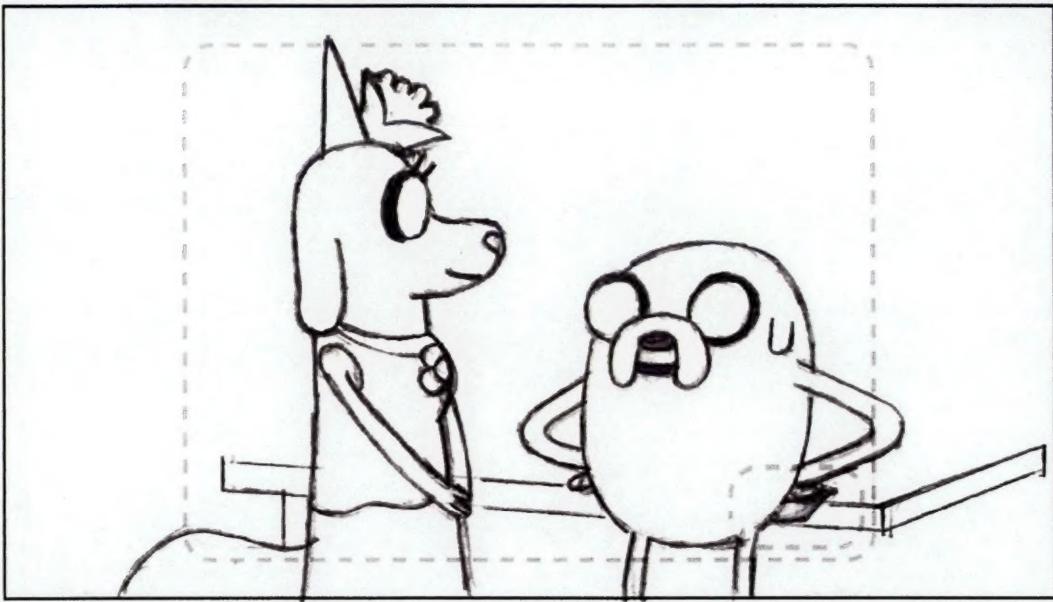
day night

Sc.185 *cont*

Pnl. H

Bg.

day night



Dialog:

Jake: effects?

Jake: You're ---

Action:

JUN 09 2015

Timing:

Production :

1034/223

EPISODE # 1034-223

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## ADVENTURE TIME

Page 359Sc. 185 *cont*

Pnl. I

Bg.

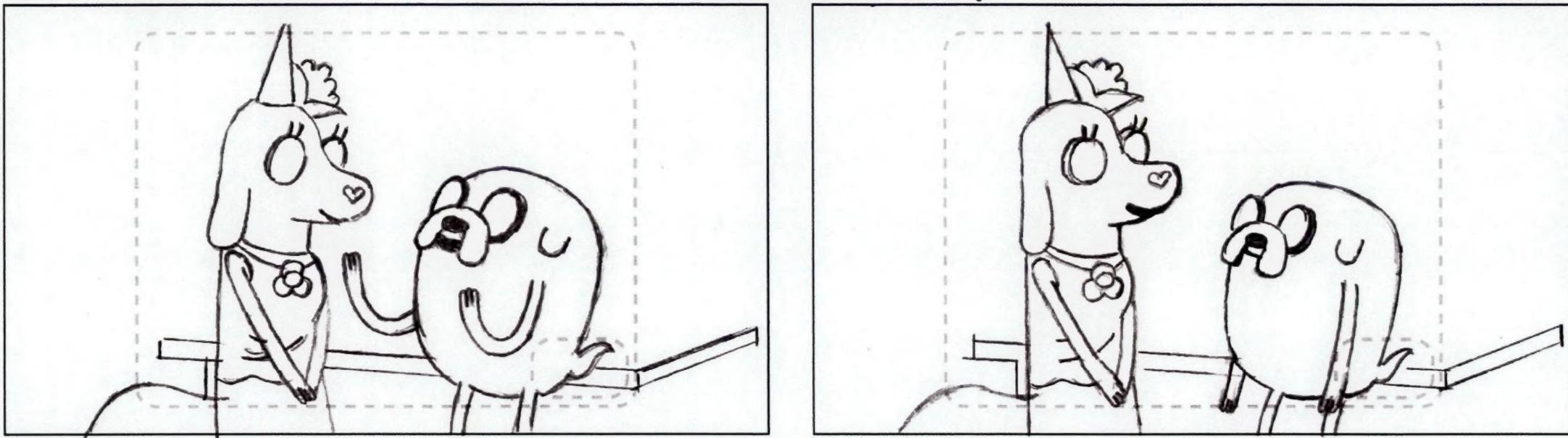
day night

Sc. 185 *cont*

Pnl. J

Bg.

day night



## Dialog:

Jake: --- amazing, kid!Viola: Aw . . . you're amazing, Dad!

## Action:

JUN 09 2015

## Timing:

Production :

1034/223

# ADVENTURE TIME



Page 360

Sc. 186

Pnl. A

Bg.

day night

Sc. 186

~~cont~~

Pnl. B

Bg.

day night



**Dialog:**

Jake (O/S): You're amazing!

Viola: --- you're amazing!

**Action:** Members of the audience are leisurely walking away from the theater.

~~~THE END~~~

**Timing:**

JUN 09 2015

Production :

1034-223

EPISODE #

1034/223